

MEDAL OF HONOR: RISING SUN! REVIEWED: HULK VS. MATRIX

■ PLAYSTATION WORLD



■ ISSUE #013 2003

PSW

AUS INDEPENDENT PLAYSTATION 2 MAGAZINE

RESIDENT EVIL OUTBREAK

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THE SIMS: BUSTIN' OUT

DETAILS FINALLY
REVEALED

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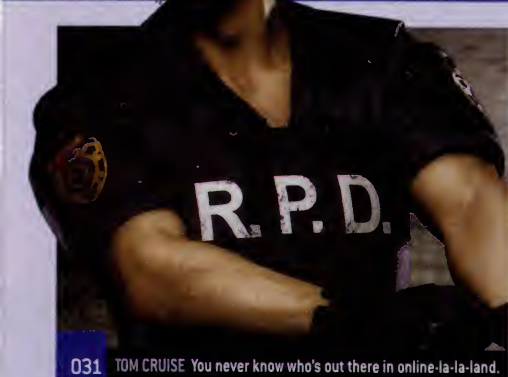
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GRAN TURISMO 4
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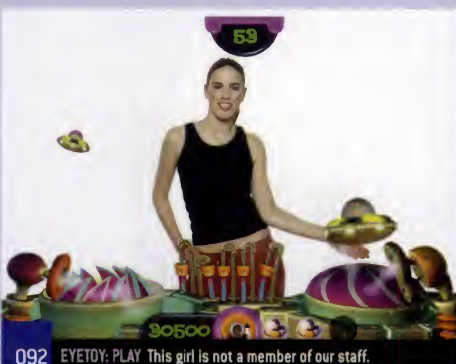
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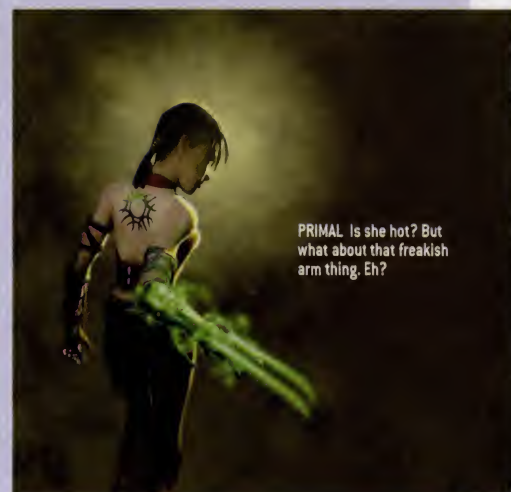
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PRIMAL Is she hot? But what about that freakish arm thing. Eh?

MUSIC

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..for life at the top of the charts as MUSIC 3000 has arrived.
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9/10 SILVER PlayStation 2

9/10 PSW

90% STAR GAME

9/10

Coming Soon for Music 3000

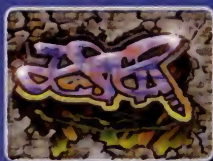
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Awesome Instrument Editor



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PSW WELCOME



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EDITORIAL

WE SHOULD HAVE BEEN PREPARED. IT WAS MORE than a year coming. Yet we failed to heed the world's warning. Issue 13 has arrived, and for we poor fools, it has been the unluckiest ever. Three art directors have, to differing degrees, come, and, all but Ashley, gone. Add to that some E3 chaos and Andy not being able to find the AFL Live 2004 press launch and this issue has been, in its creation, interesting at best.

Still, as it stands, it is the most brand-packed issue in PSW's history. Arguably videogaming's three most prominent franchises, Resident Evil, Gran Turismo and Metal Gear Solid, strut right on into the issue, overshadowing our gigantor E3 preview special. Yet the most pleasing experience PSW

enjoyed over the course of putting together this issue was the entertainment, even in the face of the impending uberbrand releases, offered by our top three reviewed titles.

Wakeboarding Unleashed managed to rejuvenate my faith in extreme sports games with a format and standard of execution that simply screams extreme fun. Then there was *Midnight Club II*, a true challenger to *Burnout 2*'s arcade racer crown. And what about *Music 3000*? The ideal tonic for gaming overload. Then there's the EyeToy, which dares to attach unbridled fun for the whole family onto our most serious of hobbies. Still, anything that helps the PS2 win over the girlfriend is more than appreciated. And all of a sudden PSW 13 is looking lucky after all.

/ JACKSON GOTHE-SNAPE

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GLOBAL

PS2 NEWS FROM AROUND THE WORLD. BUT MAINLY AMERICA.

GLOBAL this month...

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| 10 | Sony's other new toy |
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| 12 | Futurama-rama |
| 13 | Win Dynasty Warriors |



SPACE ERASE Ratchet's faced by sinister saurians. From the Planet X, no doubt.



REV IN SPACE-Y Weird soft puffy alien feet not fast enough? Try this.



SPACE BLAZE Weapons make short work of the invading forces.



S-SPACE YOURSELF With enemies like this around, you'll need superguns.



GIVE ME SOME SPACE, MAN This time, fighting will be even more manic.

SPACED OUT

RATCHET & CLANK STRIKES BACK!

THE ALIEN AND HIS ROBOT ARE LETTING IT ALL HANG OUT IN THEIR SECOND PS2 ADVENTURE — **RATCHET AND CLANK: GOING COMMANDO**.

SONY'S FUTURISTIC PLATFORM DUO ARE MAKING A welcome return: *Ratchet and Clank: Going Commando* is the sequel to last year's action-packed title. The first *Ratchet and Clank* was always teetering on the edge of adventure gaming, and it looks like *Commando* has toppled over from platform fun into full-on beardiness. You'll now gain experience points as you fight, increasing your aptitude with various weapons. And — so we're told — enemies will gain experience points too, making the same creatures increasingly hard to kill as you progress. It's a good thing that you can also upgrade your weapons' performance to match.

Furry-faced xenomorph Ratchet is still all about the mad gadgets, and there's 20 new ones to try out in *Commando*. Five of these will be accessible via your saved game of the first *Ratchet and Clank*, but the other 15 are fully novel additions. All the old weapons are still available, bring the total to a very respectable 50 things to make you go boom. You'll be able to upgrade Ratchet's brand new commando suit up to five levels

of armour, too. A more complex economic model — oh, how we've been yearning for one of those in a platform game — means that you'll be able to trade and work for those valuable bolts.

Instead of the usual minigames, *Commando* boasts, ahem, 'maxigames' that can be played at any time. They include tackling enemies in a gladiatorial arena and negotiating spherical planets, one of which we have pictured here. Yes, we know all planets are round — see, we were listening in that class — but these small, oddly-formed worlds are packed with bolt-earning challenges. There's even space combat to excel in. On top of all this, worlds will be half as large again — there's 20 of them — and that dangerous set to Clank's eyes makes us worry for the evildoers in the brand new galaxy. What with fellow Sony platformer *Jak and Daxter* getting a cyberpunk makeover for its second outing, *Commando* faces some serious competition from its own stable. We'll see *Ratchet and Clank: Going Commando* by the end of 2003.



TOTAL OVERHAUL

TIME HASN'T STOOD STILL IN RATCHET AND CLANK LAND. NEW FEATURES AHOY!



>> TRAP-FILLED SPHERICAL PLANETS MAKE FOR SOME VERY SURREAL MINIGAMING.



>> BIGGER WORLDS MEAN MORE CHALLENGES FOR THE GALAXY'S ODDER COUPLE.



>> RATCHET'S NEW COMMANDO ARMOUR CAN BE UPGRADED TO WITHSTAND DAMAGE.

THE PSX, A RETURN?

EXCESS OR SEXY?



■ SONY TO ENTER AN ALL-PURPOSE HOME ENTERTAINMENT DEVICE

At different times throughout history, there are events that dare alter the very fabric of history. The announcement by Sony of a new hybrid entertainment device, is not classified by PSW as one. Because, while we're undoubtedly impressed and even excited by the impending global release of the PSX, we can always play our PS2 games on, wait for it, our PS2. And we were hoping for some PS3 news! Alack.

Having said that, the new machine has some tasty capabilities. Included is:

- USB 2.0
- MemoryStick support
- Network adapter
- PS one, PS2 compatibility
- DVD-R playback
- 120 GB HDD

DVD Recorder
HDD Recorder

Having said that, the pictures look pretty sexy (front-loading...drool). Depending on the pricepoint, the PSX could very well be the perfect entry into the TiVo/DVD-recording VHS-replacement age, it just seems odd to see the aging PS2 technology included in a device that, otherwise, is nice and contemporary. Still, a nice fat hard disk, and DVD-recording is pretty bloody sweet. It will be interesting to see if those creative chaps in the pirating industry can exploit the DVD-R functionality and DVD-recording capability and make this machine Canada's finest.

Perhaps the funniest talking point though has got to be the choice of name. Most of you should recognise the 'PSX' name from the days before PSone. The ugly rectangular PlayStation, the original mainstream console, was known for all practical (that is, for



abbreviation efficiency) purposes as the PSX. Sony know this, as does everyone else, so why they have decided to use it again is anyone's guess. Add the presence of the Xbox in the world market, and this name reeks of confusion. Still, end of this year should see its release in Japan, with the rest of the world to follow in 2004. The real question is, with the rumoured arrival of the PS3 in 2005, will this product be anything more than a collectors item? Nonetheless, we want one now. Whether we still do when this VHS-replacement technology becomes standard though doubtful...



OW, SQUARE Pushing the boundaries of console design. Sleek!

PS3 HOAX

THE WORLD'S WAIT FOR PS3 HEATS UP

■ HAHA, FOOLS!

The intermatrix went gaga this month over what appeared to be the design of a PS3



logo. As you can see, it does border on believable, and the design's reliability was supported by the feasible assumption that it had been unveiled in an internal Sony RAM supplier meeting. Yet, after the design had been plastered, with considerable excitement, over every major gaming news site, and speculation was tossed about the world's PlayStation message boards, a bright spark from the UK recognised the logo in question as a mock-up from an issue of a UK PS2 mag. Heh. The PS3 juggernaut looms large.

PLAYSTATION GOES PORTABLE

LOOK OUT GAME BOY

■ SONY TO STRANGLE NINTENDO, THEN TAKE OVER THE WORLD?

Probably the biggest news to ooze out from Sony's orifices at E3 was the announcement of a new portable gaming device called the PSP (PlayStation Portable) to be released before Christmas next year. Clearly intending to topple the massive global monopoly Nintendo currently enjoys in the handheld games industry with their Game Boy series of machines, this move by Sony is perhaps most interesting for gamers as it may see the handheld market mature in its target demographic, just as the console market did in the 1990s with the introduction of the original PlayStation. That means portable gaming that's not just Pokemon, and that means you could actually be a tad interested.

Unlike Nokia's quaint attempts to crack it big handheld-style with their bewilderingly overpriced, laughably underpowered mobile/gaming hybrid (due for release later this year), the PSP's hardware sounds as if it could support software that is more than just nostalgic. This is helped by a seemingly ideal mini disc (not, we repeat, NOT Mini-Disc) 6cm in diameter, with a storage of capacity of 1.8GB — three times the space of a CD. A stellar backlit 480 x 272 TFT LCD screen (that is, pretty sweet), and MPEG4 support, as well as slots for MemoryStick and USB 2.0 means that we could be seeing some serious connectivity (with the PSX above perhaps...?) in the future.

And while it is pleasing to hear of Sony's apparent commitment to quality software with their promise to widely release PC-based development kits this year, it will be interesting to see whether publishers actually jump on board, particularly considering Nokia's impending failure. At least their N-Gage had phone functionality. Overall, it would be very nice to see some compelling, complex games on handheld though. Supposedly the hardware is rated as somewhere between PSone and PS2 in terms of power. Mmm.



NOT THE NEW SUPERMAN MOVIE
Who's betting on a Reeve cameo?

SUPERMAN SEALS EA DEAL

ELECTRONIC ARTS BUY THE RIGHTS TO SUPERMAN

■ YOU'LL BELIEVE A GIANT MULTINATIONAL CORPORATION CAN FLY!

Electronic Arts has signed the rights to make videogames based on the upcoming *Superman* movie. Beginning in 2004, they'll be able to bring out PS2 titles tied in directly to the film or any cartoon derivations. "We are extremely excited about creating a whole new look and feel for the universe of Superman characters," said John Riccitiello, President and COO of Electronic Arts. "We'll work closely with Warner Bros. Consumer Products and DC Comics to make the games compatible with the evolution of this character and the highly-anticipated film to come."

The Man of Steel can be a right ol' moneyspinner, but it's a bit of a minefield for potential cashgrabbers. All too often, adaptations and games end up stuck in laughable red

underpants territory. The upcoming Warner Brothers movie is moving slowly towards actualisation, although to date nobody has been cast as Teflon Tights himself and there's no guarantee it'll be watchable. Considering that to date there has never, ever been a Superman videogame that's has the power to do anything other than suck, Electronic Arts will have a job to get it right. Given their sterling treatment of the James Bond and Lord of the Rings licenses, though, we're hoping for great things for this one.

In other news of murders and executions, EA has announced that it has reached an agreement with Square to publish Final Fantasy X-2 in PAL territories. This will guarantee plenty of local units for a game that was once rated as less likely to receive a general release down under than the Ebola virus. Expect it around October, along with the rest of EA's mammoth pre-Christmas lineup.

MAX TO PAYNE MORE

PROMISES OF CULTURE?!

■ BULLET-TIME, AGAIN

Just quickly, we've also received word this month about the arrival of *Max Payne 2* on PS2. While the PC has been known about for a while, the PS2 can expect this highly stylised perhaps even before the end of this year. Titled *The Fall of Max Payne*, it will be interesting to see how it varies from the original - the pioneer in bringing the bullet time technique to videogames (and aren't all you now-suicidal buffoons who played through *Enter the Matrix* glad about that eh? EHH?). We particularly liked this PR blurb:

"*Max Payne 2: The Fall of Max Payne* is a violent, film-noir love story for mature audiences. Dark, tragic and intense, the in-depth story is a thrill-ride of shocking twists and revelations. Love hurts."

We'll be the judge of exactly what hurts thank you very much. Expect more soon.

MAX PAYNE 2

THE FALL OF MAX PAYNE

BIG NAMES

NAMCO A-GO-GO

■ NAMCO STAYS TRUE TO PS2 WITH A STRONG LINE-UP OF NEW TITLES

With sales of the PlayStation2 still rocketing, big software companies are falling over themselves in an effort to reaffirm their faith in the machine, not least of all Japanese heavyweight Namco, which is throwing its hand in by announcing several new titles.

It's great news for PS2 owners because Namco is home to some of the most popular gaming series around and that means sequels to some of PS2's biggest titles. *Time Crisis 3*, for instance, is the third outing for the landmark light-gun arcade series while *R: Racing Evolution* needs no introduction as the latest entry into the long-running *Ridge Racer* series of games, this time boasting a much more realistic, *Gran Turismo*-like style of play.

There were plenty of new titles amid the sea of sequels at Namco's E3 booth as well. Among others, we saw Good Vs Evil comic book adventures aplenty in the PS2 take of Todd McFarlane's *Spawn*, gun-toting third-person action in the gritty sounding *kill.switch* and bizarre, Ninja-featuring extreme sport japes in the singularly odd *I-Ninja*. In fact why not turn to page 22 now where you can catch up on all the details in our special E3 feature.

With most of these titles expected to follow on from the September release of Namco's other major franchise update, *Soul Calibur 2*, it just goes to show there's still plenty of life in the PlayStation2 yet. We'll bring you more news on each of these titles as soon as we get any.



FUTURAMA-RAMA!

NEW DETAILS ON FUTURAMA, THE GAME THAT'S RARING TO TWEAK YOUR PRIMITIVE HUMAN LAUGH ORGANS

■ BENDER'S FUNNY

Although the excellent telly show lies mouldering in the cathode-ray graveyard, *Futurama* still exists in the parallel world of videogames. It's a forthcoming action title that blends platform elements with a smidgen of fighting and the odd puzzle to solve, and we've unearthed new factoids to tease you with.

When the evil tycoon known only as Mom gains a controlling share in planet Earth, it's up to Bender, Fry and Leela to stop her. The japey takes place in New New York, the ruins of Old New York and a robot infested asteroid belt, amongst other places even more, er, far-out. Fans of Bender will be relieved to learn that kicking and punching also have their place in the future. All the stars are back to do the voice-over, and we managed to have a few words with the show's legendary producer for more info. Read on, space-keteers!



CEL-SHADING SPECTACTULAR More polished usage of the cel-shading technique. A 3D cartoon!

YAK TO THE FUTURE

WE WINKLED OUT THE EXECUTIVE PRODUCER OF FUTURAMA DAVID X COHEN AND FORCED HIM TO ANSWER THESE QUESTIONS - ON PAIN OF A SEVERE BENDING

What exactly was your involvement with the game?

I was the voice director. We had decided early on that we really wanted to make sure the game stuck close to the tone of the series. There's such a big danger that if you farm it out to third parties they'll just make any kind of generic game and plant the word *Futurama* on it. We really take a lot of pride in the details of the show, so we wanted to keep it close to home. We had the real cast doing the voices. I think people will find that when they get the game they'll also get a free episode of the show.

You worked on *The Simpsons* before moving over to *Futurama*. You went from being a writer to taking charge of production. Which was your favourite show to work on?

It's a totally different experience actually. There's no question that *Futurama*'s the one closest to my heart. At the same time, writing for *The Simpsons* was a far easier job. It was more relaxing working on *The Simpsons*, because it's a well-oiled machine at this point: everyone knows what they're

doing and you just have to keep the gears churning. With *Futurama* we were just making it up as we went along.

Working on a game is obviously very different to working on an animated episode. How have you found working with a different type of media?

What will make the game good is exactly what made the show good: it's funny, exciting and there are goals for characters you care about. It's just that here you can accomplish them instead of them just happening on their own. There was actually quite a bit of similarity I think, especially as we were trying to keep the tone so close to the show.

Considering the show's coming to a close, what are your future plans? Are you going to stay with the team or move on?

I think a lot about moving into feature films, animated feature films especially. I think we gained a lot of know-how producing many hours of animation every year for TV with great efficiency. You have to do it that way to make sure you get it done in time, and I think a lot of those techniques would be very useful to

the feature animation industry where there's a noticeable lack of efficiency if you look at the budgets. Of course, the number one thing I'd like to do is a *Futurama* feature film, but there are a lot of people that have to be convinced.

Obviously the character set is about as far removed from *The Simpsons* as it possibly can be. Was that an intentional thing?

Yes, very much so. Our fear, and that of the network, was that we would be seen as ripping off *The Simpsons*. Obviously, the setting is the first change, but beyond that we put the characters in the workplace instead of making them a family, and we tried to keep the ages of the characters mostly between the ages of the kids and the parents of *The Simpsons* so we could cover more in terms of dating and romance and other things that are very hard to cover in *The Simpsons*. It was very much an attempt to keep it away from there.

Who's your favourite character?

Like most people, I'm partial to Bender. It's very liberating to write for a character who always does and says exactly what

he's thinking and exactly what he wants to do, and he's not restrained by the moral dilemmas we humans have. Of course he's like Homer Simpson, in that they're not concerned about the implications of their actions and just do what they want to do.

How did you get over emotion in a robot?

One of the hardest things was deciding what the voice would sound like. In the beginning, we knew Bender would be swearing and drinking, but it hadn't really dawned on us that we could pick a voice that went along with those characteristics. Like everyone else, we were very much steeped in the traditions of science fiction where robots talked like robots. We must have had 50 actors auditioning for the part, and they all came in and talked in monotone. Ultimately, John Di Maggio came in and did this crazy drunken loud-mouthed voice in his audition for the professor. One of the producers had the idea of having him come back and do that voice for Bender and everyone just broke down laughing. It was such a relief after hearing millions of robotic voices. When we heard it, there was no question about it.



WIN WARRIORS

NINE COPIES OF DYNASTY WARRIORS 4

■ BE THE WARRIOR

PSW likes our *Dynasty Warriors*. Why, just this issue we gave *DW4* a splendid score of 8 in Wilks' review. Clearly, a game deserving of a place in your library, particularly if it's free!! That's what THQ were thinking as well, as they have generously donated nine copies of the game to feed your starving PS2s. All you need to do is write, on the back of an envelope, in only 15 words or less, what makes you the ultimate *Dynasty Warrior*.

Address entries to:

Die Nasty Warriors!
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78 Renwick St.
Redfern NSW
2016



mobstuff



With the advancement in phone ringtone technologies of the last year or so, expressing your own personality via your ringtone is approaching being not totally embarrassing. For us poor lonely social outcasts of the videogaming hobby, old school ringtones are one of the most popular forms of solidity in the face of the impressive popular. Heck, with 'cool' pop icons such as Vin Diesel publically coming out of the videogame closet recently, selecting a games ringtone might even be seen as trendy, in the same way those Atari shirts once were seen. For these reasons, as well as more scrupulous, we'd like to draw your attention to the Mobstuff ringtone ad in on the back of the front cover. While many may cringe and point at how ringtone ads are a habit of those sordid UK mags, we'd simply like to offer you the chance to treat your phone. Or, if you've lost all faith in the gaming past-time altogether, maybe it might be time to turn to the Top 40 for identification expressing purposes. Or something.

WELL, WELL, WELL. Who would have thought?! A little game called the *Matress* or something is on top.

THE TOP 20 ON PS2 FOR JUNE!

inform

The Official Australian Games Chart

Compiled by Inform in association with IEAA

W/E 8 June 2003

TOP 20

Best Selling Full Price PlayStation2 Games (over \$50)

1	◆	Enter The Matrix	Adventure
2	◆	GTA: Vice City	Adventure
3	▲	Midnight Club 2	Racing
4	▼	The Getaway	Adventure
5	○	WWE 2 Extreme	Racing
6	▲	The Sims	Strategy
7	○	Devil May Cry 2	Adventure
8	▼	Tom Clancy's Splinter Cell	Adventure
9	○	Silent Hill 3	Adventure
10	▼	Moto GP 3	Racing
11	▲	AFL Live 2003	Sports
12	▲	Medal Of Honor: Frontline	Action
13	▲	Tiger Woods PGA USA Tour 2003	Sports
14	○	WWE Smackdown 4 S.Y.M	Sports
15	▼	Kingdom Hearts	Adventure
16	▼	FIFA 2003	Sports
17	▼	Shinobi	Adventure
18	▲	Harry Potter Chamber Of Secrets	Adventure
19	▼	Sly Raccoon	Adventure
20	▼	Ratchet & Clank	Adventure

○ New Entry ◆ Non Mover ▲ Up from last week ▼ Down from last week

Charts can be viewed at www.informbd.com.au as part of

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Dialogue



THE PART OF THE MAGAZINE YOU WRITE, THEN WE TYPE IT UP IN THE CONDUIT ITC FONT AND PUBLISH IT ALL.

VICE CITY 80s or not, how can anyone deny the power of the pastel aqua.



LEARNING TO EMBRACE ONE'S PAST

Morning All, I was wondering about the mag's, as a team, perspective on the 'personal success' of *GTA: Vice City* for your average gamer. Although that quote was kinda poorly written for what I mean. It undoubtedly has been a massive success here and overseas, what I meant is, well, here's my example, when I first heard it was coming out and it was set in the eighties, *thank you to this glorious magazine*, obviously I was excited, but it was only when I started to play it I realized how much the eighties sucked. Old crap cars, weird dancing in the Malibu club, and those god damn pink neon signs everywhere! Everywhere I tell you! But to try to give credit where it is due, I just don't think that all the newly acquired hardware like, the helicopter, chainsaw, being able to jump out of moving cars and bikes and stuff, really compensated enough for all the 80's influences set through the game. But don't get me wrong; I gave it second, third, fourth, fifth and sixth chance. I got to one point in the game where I thought, no, no more, no more wasting time, not when I could be playing other masterpieces like *MGS2*, *The Getaway* or better still *GTA3* - the template for all subsequent masterpieces to be based upon. Come to think of it now, the lighting problem during *Vice City* probably didn't help either. Obviously, I'm not going to win any popularity contest by any means from people who love the game, that's

their opinion, I don't want to sound irrational and I don't want to be shot down here being called a whinger; I just want other people who may possibly have the same view as me to write in and express what you think. And to the rest of the team there at PSW, don't be afraid of what you think, my best bet is that most of you think that the 80s was a pretty crap scene to base what otherwise would have been a definite *GTA3* slayer upon. We have all seen the eighties, and I'm pretty sure none of us want to go back. I think it wrecked *GTA: Vice City*.

Paddy McGreal, via email

Jackson here: It's an interesting point you raise Paddy. I also felt *Vice City*, as I played through, was inferior to its predecessor *GTA3*, as did many within the gaming media. We all have our part-icular reasons (I felt the flat topography lessened the excitement of car chases, and the arbitrary but very specific plot triggers frustrating - the Printworks...? Screw that, while the unrefined controls made the tighter indoor segments such as the last mission deeply unsatisfying), and yours is equally valid. I myself thoroughly enjoyed the eighties references and soundtrack, even though I was but a pup in throughout the decade. Yet all this disappointment about *Vice City* must be founded on something. I tend to believe that *GTA3* was in some ways too brilliant, and the amount it raised the bar in terms of freedom and action

SEND YOUR THOUGHTS TO:
Dialogue, PSW,
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Redfern NSW 2016
Australia.
OR...
psw@next.com.au

was its own worst enemy. *Vice City* would have had to be truly inc-redible to surpass it relative to the amount *GTA3* had surpassed what had come before. With the benefit of retrospect, *Vice City* simply didn't live up to expectations, seemingly for as many reas-ons as there exists dissatisfied players (and, from my perspective, for more complicated ones than the space our Dialogue page can afford). Hopefully the next *GTA3*-based game that is rum-oured to be in development will return the faith.

ASHES TO ASHES

Today I mourn. A beloved friend has passed away to the abyss above - disc read error heaven. Yes, my PS2 has died. I've been getting disk read errors on DVDs for quite some time but never on games, and when I contacted Sony they suggested that I send my PlayStation2 away, along with 70 bucks. It all started on a cold winters night. I was set for an evening of *Pro Evolution 2*. I had it all planned out: a six-pack, crisps and, for after, *Naked Gun 33 1/3*. And then, disaster struck - a disc read error! Why me! WHY ME! Immediately afterwards I ran a little web search. 7.3 seconds later (thanks Google) I had a few thousand pages to weep quietly over. I found it strangely comforting that I wasn't the only person with this problem. It seems there are thousands of PlayStation2s out there that are now nothing but expensive paperweights. Shouldn't Sony do something? I leave this to your infinite wisdom. John Shammass, via email

(Adopting the tone of a cowboy plumber) Oh no mate. You don't want to do that. You don't want to "leave it to our infinite wisdom". That's your first mistake. You'd be better off writing directly Sony yourself pal. We could do it for you, but you'd be looking at a \$150 call-out fee, then 40c per word for the letter (ten cents for every punctuation mark) and a \$30 admin fee. Them's the breaks.

MY TELEVISION IS BROKEN BUT I CAN'T ADMIT IT

Isn't it about time games companies made sure their games are finished properly? By this I mean by making sure their game screens are not offset at one side, resulting in a black border, usually down the right hand side of the screen. Surely they could test their games out on a couple of different TVs and resolve the problem. I mean, like it's really going to kill them to add a screen-positioning set-up on the options menu. Before I go, any chance of a job? No? Fair enough. At least I can tell the dole I asked. Bye for now then. I will return when the full moon completes its cycle in Venus' slipstream and the brave young robin red-breasts return to their native breeding ground. Yeah, probably around the 24th.

Kevin Pearson, Wollongong

C'mon Kev, time for a new TV mate.

ROBIN Ah how he yearns for his native breeding ground.



GameCube

Xbox

PC

PLAYStation 2

Game Boy Advance

PSP

**YOUR GUIDE TO THE
FUTURE OF GAMING
AND BEYOND!**

HYPER»»

AUSTRALIA'S GAMING AUTHORITY

AUSTRALIA'S MOST WANTED

YOUR MOST ANTICIPATED GAMES IN ONE CONVENIENT LIST! VOTE NOW - VOTE OFTEN! EMAIL YOUR TOP FIVE TO PSW@NEXT.COM.AU

After receiving a depressingly small number of serious AMW votes over the recent months, we've decided to ditch the section. Initially we believed that you guys don't want any games at all, but then we figured that you probably weren't just buying PSW for the DVD section. What did make sense however was the possibility that you might not have any time to actually submit any votes, because you were out rollerblading, hanging in malls, or cruising for chicks. It was at this point that the idea of the perfect sendoff for AMW popped into our heads.

Banging in E3 honeys not only gives a legitimate non-Lara, non-wrestling reason for putting a girly on the cover (and, as sales suggest, you guys love that shit), it offers a bachelor party for our departing AMW section. Just as marriage ends a man's life, so too does the axing decision end AMW's. Rest in peace AMW, but you won't be missed.

Notes:

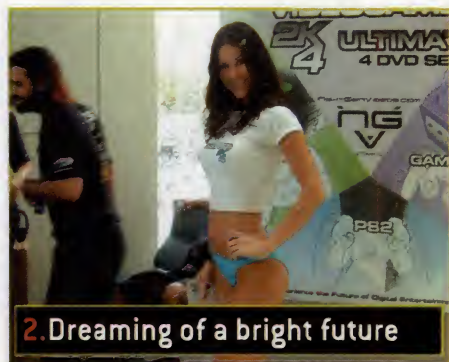
- i) The order was chosen our dodgy ad guy Mark 'Sparky' Graham.
- ii) Some photos are blurry...well...for obvious reasons.

PSW



1. That's good tartan

While our roving PSW reporters snapped as many stand-outs as they could, their taste has never been brilliant. And thus, we had to seek out e3girls.com for our number one. We sadly cropped the gamers' drins from the background, more crucially leaving the girl that is the single, very ample reason to attend school every day. Just in the hope that the 'new girl' might just turn up, dressed something like this. And to think I question why I play videogames sometimes...



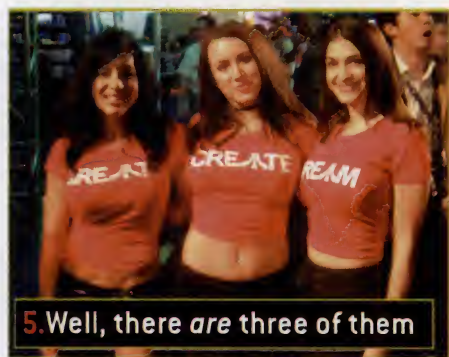
2. Dreaming of a bright future



3. Just keep dreaming



4. I now get the GBA's appeal.



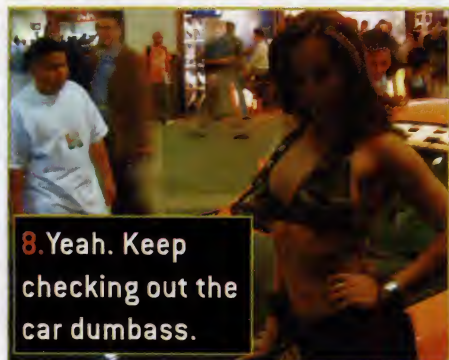
5. Well, there are three of them



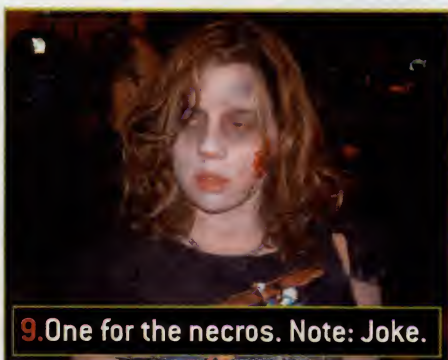
6. <insert high-beaming gag here>



7. Hottie on the left!



8. Yeah. Keep checking out the car dumbass.



9. One for the necros. Note: Joke.



10. Ewww, Kosta.

PREVIEWS

LIKE IN *BACK TO THE FUTURE*, KNOWING THE FUTURE ENSURES FINANCIAL SUCCESS. THIS IS YOUR DELOREAN.

THIS MONTH!

HIGHLIGHTED BY OUR GREATEST GAMES E3 FEATURE
this is without doubt the biggest ever issue for PSW's poster boy, the Preview Section. Heck, it's so damn tasty, we've even decided to stick in a Preview Intro page in. Just to help you through the masses of sweet shit we got happening. We're particularly

proud of *Resident Evil: Outbreak*, *Metal Gear Solid 3: Snake Eater* and *Gran Turismo 4*. These are the best the PS2 has to offer, and this issue is blessed with them all. The coming 12 months will be the biggest for the PS2, as it reaps the benefits of its rather large install base - let PSW point you in the right direction.



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> IT'S SADDAM SHAME

An American tank about to be crushed by the full force of Iraq's Elite Republican Bicycle Guard. Somehow, the coalition prevailed....



"IT'S WHAT WAR LOVING TRIGGER-HAPPY HEROES WERE MADE FOR..."

CONFLICT: DESERT STORM II

SAS AND DELTA FORCE TROOPS COMBINE AND TAKE OFFENSIVE ACTION AGAINST IRAQ. YOU MAY ALREADY HAVE SEEN THE LIVE TV SHOW.

> GENRE	ACTION ADVENTURE
> DEVELOPER	PIVOTAL
> PUBLISHER	SCI
> ETA	SEPTEMBER

ONE MENTION OF THE WORDS 'TACTICAL'

and 'military' is probably enough to make most PS2 gamers grimace as they imagine armies of online PC freaks taking part in bedroom battles around the world. Luckily, *Conflict: Desert Storm II* features real-time military combat that does require planning and intelligence, but thankfully not a broadband connection or knowledge of internet geek speak.

Leading a team of badass soldiers into Iraq isn't simply an exercise in gung-ho madness. Each soldier will need to be positioned strategically as the enemy will spread out and attack with stealthy precision once alerted to your moves. *Conflict: Desert Storm II* is based on survival as much as assault, and injured troops will need a medic and heavier cover should you choose to protect them. Flicking between each soldier allows you to go on solo attack runs, but not before team members are in the correct place. Rather than stand alone in the desert like clueless goons, team mates have enough intelligence to react to an attack automatically, although you can choose how aggressively they behave. After all, there's nothing worse than going in for the kill and getting a grenade up the backside as a result of an unfortunate friendly fire incident. As well as using rocket launchers and traditional AK47s to deal out 'justice', quieter kills are rewarded with extra points. Sneaking up behind an enemy and softly strangling him counts as a stealth kill, as does any backstabbing attack. Given the flat terrain and good visibility in the desert, most stealth missions have to take place under the cover of darkness with the aid of night-vision equipment.

DESERT RATS

There are four team members in each squad and although the SAS and its US equivalent, Delta Force, are hard men, inevitably someone will be killed. It's possible to complete a mission leaving a man behind, but you won't be praised or given any shiny medals to stick on your suit.

After the desert has been conquered, further missions will lead you into crowded cities where resistance is heavy and tough decisions have to be made. Should you storm a dangerous building on foot, send an armoured jeep in through the front door or just use a blanket air strike? The choice is yours, presuming the soldier who can order air strikes is still in the land of the living. Order an attack from the skies and the screen will shake as if filmed through the lens of a drunk TV news reporter. Yes, *Conflict: Desert Storm II* is scarily realistic and if images of war disturb you, it's probably best to stick with the fantasy lands of *Silent Hill 3* – it may be frightening, but at least it isn't real. We think.

For war loving trigger-happy heroes, this has enough strategy and realism to convince you to stay at home instead of signing up. *Medal of Honor* might have made conflict morally acceptable by digitising an ancient war in terrifying fashion, but leading soldiers into Iraq? You can't ask for more contemporary combat.

FIRST OPINIONS

What impressed us most about *Conflict: Desert Storm II* is its strong sense of teamwork and attention to detail. But with recent events in the Gulf still very much in people's mind, is it all just a bit too soon for this kind of game?

/ RICHARD MELVILLE

COMBAT SCHOOL

EVER BEEN UNSURE ABOUT AN AIR STRIKE OR ROCKET LAUNCHER ATTACK? LET PSW EXPLAIN WHAT ENEMY MATCHES WHICH ATTACK STRATEGY...



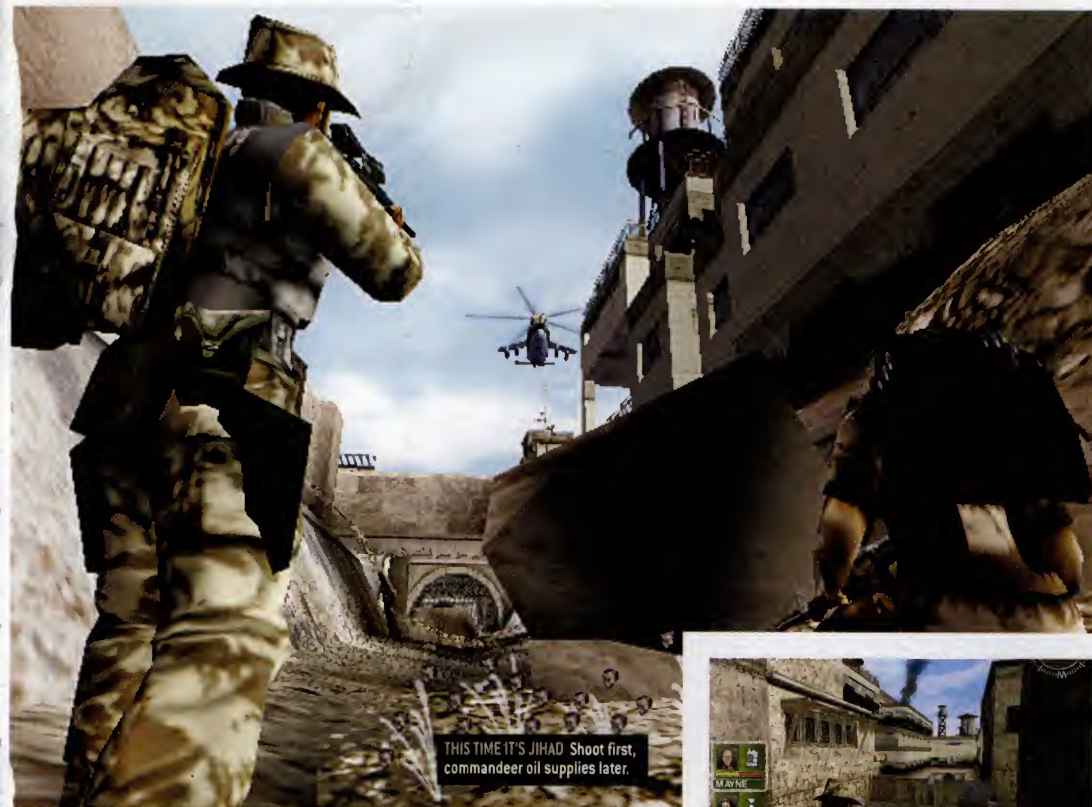
>> **AIR STRIKE** Only call in the air strike if you're certain the people you can't make out in the distance are the enemy, otherwise we guarantee it's war crime court for you.



>> **ROCKET LAUNCHER** Use the rocket launcher when accosted by a large group of soldiers or an enemy vehicle. Take special care to always point skywards when not in use.



>> **AK47** When you have to kill everyone at speed, pull the trigger and run around in circles observing the blood, missing limbs and twitching corpses. It's war after all.



THIS TIME IT'S JIHAD Shoot first, commandeer oil supplies later.



BOYS ARE BACK IN TOWN The race to the brothel was on.



BAND OF BROTHERS Try not to let anybody get killed now.



OIL'S WELL THAT ENDS WELL
Smell that petrol burn....



SHOCK AND AWE The nice man asked the Iraqi for directions.



OPERATION NIGHTFIRE Quick, get them while they're asleep!

CONFLICT: DESERT STORM II FACT!

> FOUR PLAY

You can take control of four men, each with different skills. You won't want to leave any man behind.

> SNEAK AND SHOOT

Stealth, tactics and good old fashioned carpet bombing. If it's on TV, it's in *Conflict: Desert Storm II*.

> MOVE OUT

Pilot jeeps and tanks in a bid to take control of enemy territory and have a good laugh mowing down the enemy.

> DOWN YOU GO

Winceworthy rag doll-style animations kick in every time someone dies. Watch them tumble.



> SCARFACE

Here he is girls, your cartoon cutey hero Maximo, but look closely and you'll see a cool new scar by his left eye. Grr, sexy.

“MORE ACTION, MORE MAGIC, MORE HEROICS AND EVEN MORE PANTS”

MAXIMO Vs ARMY OF ZIN

IT'S OLD-SCHOOL GAMING VALUES MEET NEXT-GENERATION VISUALS AGAIN IN THE SEQUEL TO LAST YEAR'S SPLENDID PLATFORM ROMP MAXIMO.



> GENRE
> DEVELOPER
> PUBLISHER
> ETA

PLATFORM
CAPCOM
CAPCOM
DECEMBER

SOMETIMES, THINGS COME OUT OF NOWHERE

and knock you down like a speeding truck – speeding trucks that come out of nowhere for example – and the same can often be said about video games: there you are, all expectant over your *Gran Turismo 4*'s or *Metal Gear Solid 3*'s, and then along comes a game you know nothing about and it absolutely blows you away. Games like *Maximo*, for example, that took the side-on action of 80s arcade classic *Ghosts & Goblins* and thrust it through the PS2's computery innards to produce one of the most entertaining games of 2002.

Set eight months after the events of the original game *Maximo Vs Army Of Zin* focuses primarily on the continuing hunt by Maximo for the kidnapped dame Sophia. This time, however, Maximo must also set out on a quest for the mysterious secret of 'Zin'. Of course, what or who Zin may be is currently still a secret, but we're going to put our money on it not being some kind of East European cleaning fluid.

IT'S A ZIN

So, the premise may be silly, and the graphics certainly retain the childish, cartoon-like charm of the original, but rest assured the gameplay won't be any easier this time around. The high difficulty level that made the first *Maximo* game so great is back once again, and *Army Of Zin* promises to keep it up with a fierce selection of new beasts to battle against – although we're certain that the cuter-than-cute ickle-little skeletons will be back at some point as well.

To make up for this new bestiary, Capcom has gone to great lengths to beef up the combat and, although the platform jumping elements remain Maximo's main *raison d'être*, it's in the fighting department that fans of the original will notice the most change. More than 30 new moves and combos have been added to Maximo's repertoire and the tweaked control system means that it's now even easier to dish out the pointy-ended goods. There's also more of a focus on building up Maximo's powers, with an experience system that lets you upgrade the wee fella's moves, abilities, weapons and armour.

One clever new idea that ties into this is the 'Vanquish Bonus' system, similar to *Devil May Cry 2*'s combat system that rates you on how fast and stylish your combos are and then rewards you accordingly. Faster, smarter and stronger are the watchwords here, and we can see plenty of replay value as you try to improve on your combat prowess with ever more stylish rounds of choreographed monster bashing.

But it's not all fight, fight, fight. There are some big moral decisions to make as you play as well. In addition to keeping Maximo alive, you'll need to make snap decisions on whether to save the innocents on each level. Is there time to save the little boy trapped down the well or do you have to get on and rescue Sophia? Decisions, decisions eh? Of course, it really all depends on what's in it for us.

FIRST OPINION

Even if it turns out to be more of the same we wouldn't complain, but *Maximo Vs Army Of Zin* looks set to be a completely enriched experience gameplay wise. Tighter controls, more moves and an interesting new focus on helping others all add up to a fine looking sequel.

/ MARK ROBINS



SPIRIT IN THE SKY The platform jumping is still a highlight.



NEW MODEL ARMY Capcom has beefed up the combat for the sequel.



GRAND MAXIMO More than 30 new moves have been added to his repertoire.



ZIN-TILLATING ACTION The graphics may be cartoonish, but the gameplay's tough.

UTTER PANTS!

AS WITH THE ORIGINAL GAME, IF MAXIMO TAKES too much of a beating his armour will fall off leaving him to fight on in just his underpants. As amusing as this little trait may have been, half the fun of the first Maximo game was searching out all the secret pairs of underpants that were hidden throughout the levels.

Well the hidden pants are back, but this time instead of just looking nice they also boast some magical properties as well meaning that Max can change and alter his special abilities simply by switching the set of shreddiees he has on.

Put on a pair of jewelled battle shorts for example and your combat skills go rocketing, but our favourites are the treasure seeking underpants. It's a diamond-studded, skidmark-spattered wonderland!



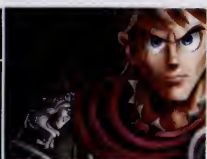
WATCH OUT! See off the eyeball with your trusty sword.



MAX A MILLION Improved controls make combat easier.



GHOST BUSTERS Maximo confronts another ghostly opponent.



MAXIMO VS ARMY OF ZIN FACT!

> MAXIMO IN RETROSPECT

Will there be more subtle references to Capcom's classic *Ghost & Goblins* and *Ghouls & Ghosts*? Bet on it.

> MAXIMO IN MAGIC LAND

Travel through typically cutesy realms with sugar-sweet names such as Crystal Mountain and Dead Sea.

> MAXIMO IN ACTION

Enjoy the bigger focus on fighting with a completely revised and expanded combat system.

> MAXIMO IN PANTS

Even more magical boxer shorts to collect! Enjoy the feel of mystical cotton fibre against your bottom!



THE GREATEST GAMES ON EARTH

(AND THEY'RE ALL ON PLAYSTATION2)

Did you feel that? The ground just shook. And again. It's shaking under the weight of the 70-plus triple-A PlayStation2 games to have stomped forth from the maelstrom of The 2003 Electronic Entertainment Expo (see the DVD), the video game showcase commonly known as E3. This year's event brought with it a bumper harvest of PS2 titles, from familiar faces like *Gran Turismo 4* and *James Bond 007* to plucky newcomers like *Rise to Honour* and *kill.switch*. Naturally we're first with all the E3 news. We're first with details on *Metal Gear Solid 3*, we're first with the latest on *Medal of Honor Rising Sun*, and we're first with breaking news on the new *Ridge Racer* game.

The following pages chart the future of PS2 gaming. Just promise us one little thing before you take a glimpse into tomorrow and the tomorrow after that – promise us that you'll remember exactly where you were and exactly what you were reading the day you felt the earth move.



HARBOR MASTER History becomes mindless fun!



MEDAL OF HONOR RISING SUN

>> PUBLISHER **EA**
>> ETA **DECEMBER**

IF E3 WAS AN AWARDS CEREMONY, AND if this awards ceremony featured a category for the most improved game, *Medal of Honor Rising Sun* would be standing before you now, thanking its agent and fighting back the sob's. It's almost completely unrecognisable from the murky, awkward shooter we sniggered at a couple of months ago.

Set in the early 1940s, *Rising Sun* has you taking command of Joseph Griffin as he fights his way from Pearl Harbor to Guadalcanal in an effort to find his captured brother. The most pressing revelation to have come out of EA this month is that *Rising Sun* will feature a split-screen cooperative mode that allows two players to team up and take on the Japanese together. PS2 players are traditionally very weary of cooperative modes, but we're confident that *Rising Sun* could change all that.



FIRE AND WATER This game looks flamin' great.

SPIDER-MAN 2

>> PUBLISHER **ACTIVISION**
>> ETA **WINTER 2004**

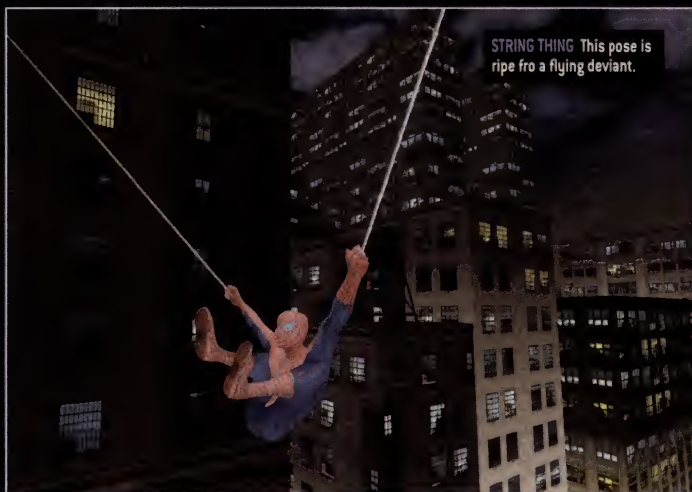
IF THE EARLY DETAILS ABOUT SPIDER-MAN 2 are anything to go by, we should be in for a much deeper, more free-roaming experience than the original. New features to look out for are Spidey's ability to walk around the streets of Manhattan and interact with the characters therein, his power to super jump high in the air and his new range of tricks and acrobatics.



METAL GEAR SOLID 3 SNAKE EATER

>> PUBLISHER **KONAMI** >> ETA **2004**

COMING OUT OF THE DARK FROM ABSOLUTELY NOWHERE – IT'S JUST HIS STYLE. HAVING been categorically denied just days before it was announced, *Metal Gear Solid 3 Snake Eater* flaunts some clinically jaw-dropping new concepts and makes us squirm into little orgasmic balls every time we think about it. Essentially, this time round Snake is out in the jungle, seeming lacking any of his usual high-tech gear and forced to survive off the land. The buzzword? Rambo. The difference to the last game? Oh, one or two things. Like a beautiful new collection of outside environments. A completely different dynamic involving tracking and killing enemies. And everyone's favourite government murderer Solid Snake back in charge. Check this issue's feature preview for more! for more.



STRING THING This pose is ripe fro a flying deviant.

LEGACY OF KAIN: DEFIANCE

>> PUBLISHER **EIDOS**
>> ETA **SEPTEMBER 2003**

IF IT'S HARD WORK KEEPING A GOOD vampire down, then keeping two down must be next to impossible. That's why *Defiance*, the fifth and latest entry into Eidos's popular *Legacy Of Kain* series features both Kain and his arch-enemy Raziel as playable characters. One change that fans of the series will immediately notice has been the decision to cut back on the puzzle element – perhaps the main focus for some of the earlier games – and to beef up the combat elements instead, bringing it in to line with more modern titles such as *Devil May Cry 2*. Slicker controls and a vast range of over-the-top attacks should appeal to those who enjoy a ruckus.



PAIN IN THE NECK More vampiric shenanigans...



SOCOM 2: US NAVY SEALS

>> PUBLISHER **SONY** >> ETA **NOVEMBER 2003**

WHILE THE ONLY JUST-RELEASED-OVER-HERE SOCOM TICKLED US WITH ITS PRIMITIVE online fumbblings it's fair to say that the single-player game, what with its dull missions, ropey graphics and poor computer intelligence, left much to be desired. Now, in response to more than a million sales in the US, we have the sequel and as an online game it looks even better. Sharper graphics, better communication options through the headset, new game modes and weapons and some stunning new locations all look like making this a first-class shooter for those of us with broadband connections. Whether the offline, single player game will match up, though, remains to be seen. Guess we'll find out when it's released at the end of the year then.



IRON STORM

>> PUBLISHER **WANADOO**
>> ETA **AUTUMN 2004**

THE YEAR IS 1964. WORLD WAR I IS STILL raging. That's the set up for *Iron Storm*, an intriguing first-person shooter that mixes modern-day weaponry with the horror of 1914's trench warfare. Originally a tough and gritty PC game that promised lots, but ended up more bug-ridden than a Bangkok hooker, development has been taken right back to square one for the PlayStation2 version and the result is a much slicker game featuring 19 specially designed, combat-packed missions.



VROOM FOR IMPROVEMENT It's a total racing evolution.





THE SIMS: BUSTIN' OUT

>> PUBLISHER **EA**
>> ETA **AUTUMN 2004**

GIVEN THE RAMPANT SUCCESS OF THE *Sims* it's no surprise there's a sequel on the way. Rather than being stuck in the house though, your *Sims* are now free to head out into town and 'par-tay!' Expect a game very similar to the first one, albeit packed out with 40 new characters to interact with, ten new careers paths to follow (including the fun sounding 'Mobster') and over 100 new objects to use and abuse. Not particularly our cup of tea, but girls love *The Sims* and hey! Anything to get the ladies into our second favourite hobby, eh?

HARRY POTTER: QUIDDITCH WORLD CUP

>> PUBLISHER **EA** >> ETA **SEPTEMBER 2003**

NOT CONTENT WITH JUST CHURNING OUT THE OFFICIAL MOVIE TIE-INS, EA BRINGS US THIS latest entry into the burgeoning Harry Potter universe. Based around the aerial game of Quidditch seen in both the books and the films, this sports 'sim' lets you take on the role of Chasers, Beaters, Keepers and Seekers as they mess about with Quaffles, Bludgers and the elusive Golden Snitch. And before you ask: no, we don't know what any of those things are either. The competition is intense as you begin by taking on the four Hogwarts house teams before competing against other countries in the Quidditch World Cup. Expect plenty of familiar characters such as Harry and Draco Malfoy and hopefully a game that isn't nearly as silly as it sounds. Muggles will be pleased to know that *Quidditch World Cup* should be out this Spring.



R: RACING EVOLUTION

>> PUBLISHER **SONY**
>> ETA **END OF 2003**

FANS OF THE RIDGE RACER SERIES will be chuffed to learn that the franchise isn't dead. It's been reborn as *R: Racing Evolution*, but things have definitely taken a turn away from the arcade handling *Ridge Racer* fans have come to know and love. Now we're promised a much more realistic style of driving to please today's sim-loving punters. That's not all that's changed: the core mode is called Racing Life, a new addition that focuses on the rivalry between two female drivers. There's also standard driving modes around the 11 courses for the nostalgia buffs. Enemy drivers won't just exhibit more intelligence, they'll even talk back to you via the in-car radio. Aside from withering insults, you'll also get feedback from your pit crew and big-ups from your fellow drivers. Eight different race types, from standard circuits to drag racing and rally racing, mean this is streets ahead of RR's old style of driving.



MTX: MOTOTRAX FEATURING TRAVIS PASTRANA

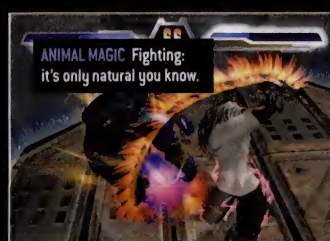
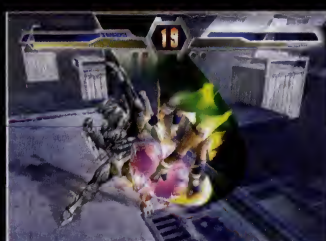
>> PUBLISHER **ACTIVISION**
>> ETA **Q4 2003**

LADIES AND GENTLEMEN, MEET TRAVIS Pastrana, the X-game gold medallist who's been roped into fronting this trick-heavy motocross game from the people who gave you *Tony Hawk* and *Mat Hoffman*. *Mototrax* is likely to stick fairly faithfully to the basic Tony formula, with a Freestyle mode, a Head-to-head mode and an objective-based single-player game already confirmed. Details are thin, but you know the drill by now.

BLOODY ROAR 4

>> PUBLISHER **KONAMI** >> ETA **END 2003**

THE LATEST INSTALMENT OF KONAMI'S WERE-BEAST FIGHTING TITLE GAME NOW BOASTS a total of 17 men-to-monster battlers, but it's still a case of pulling off mad moves and morphing into new forms. As well as transforming from human into slobbering animal, players will now have the opportunity to become 'hyper-beasts' with even more outlandish powers. Most interestingly innovation is the development mode in which you can modify your own moves for power and speed. Howling good fun.





DRAKENGARD

>> PUBLISHER **SONY**
>> ETA **AUTUMN 2004**

Currently in development at the house of *Final Fantasy*, Square Enix, *Drakengard* is a traditional fantasy adventure that mixes role-playing elements with hardcore action combat. Combat is played out both on the ground and in the air, thanks to the ability of your character to ride on the back of fire-breathing dragons, and the team behind the game boasts programmers from both *Resident Evil: Code Veronica* and the first-class aerial combat game *Ace Combat*.

Drakengard promises all the usual deep storylines and eye-popping graphics we've come to expect from Square's adventure games and it should be out over here early next year.



FIREFIGHTER F.D. 18

>> PUBLISHER **KONAMI**
>> ETA **FEBRUARY 2004**

Certainly one of the most novel games on display, *Firefighter F.D. 18* puts you in the flame-retardant boots of firefighter Dean McGregor as he and his news reporter pal Emilie Arquette hunt for a crazy arsonist intent on burning down your home city.

As you progress through the plot of the game you'll be called on to fight off some impressively realistic fires, armed with a selection of water dispensing hosepipes and impulse guns. Of course, there'll be the odd backdraft and flashover to contend with as well – naturally – and it all makes for a great looking and exciting game, but is it enough to keep us hooked throughout? Here's hoping it ends up better than the Baldwin/Russell classic *Backdraft*.



BULLETPROOF MONK

>> PUBLISHER **EMPIRE** >> ETA **CHRISTMAS 2003**

HERE ARE THE FIRST SCREENS OF EMPIRE'S PS2 TAKE ON THE RECENT *BULLETPROOF Monk* movie and the result promises to be a light-hearted beat 'em up featuring plenty of spectacular Kung Fu style moves.

The real sell here is the 360 degrees fighting system that lets you bust out combos in any direction, plus there's loads and loads of interactive scenery that can be run up, jumped over and swung on.

Anything else to sweeten the anticipation? Well the four-player Deathmatch and Tag-Team seem like a right laugh. Find out just how hilarious they really are when *Bulletproof Monk* is released this Christmas.

THE SUFFERING

>> PUBLISHER **MIDWAY**
>> ETA **AUTUMN 2004**

Promising to make *Resident Evil* look about as scary as your average episode of Humphrey, *The Suffering* is a deeply chilling game that puts the fear factor firmly back into survival horror.

You play Torque, a criminal stuck in an Alcatraz-style maximum-security prison, but rather than having to watch out for overweight prisoners called Roscoe who deliberately drop the soap in the shower you're up against a horde of very scary, very angry ghosts.

Shock moments and gruesome deaths are the priority here although nine huge levels, 10 different weapons and 20 hours of gameplay are elements that have been mentioned as well. Find out what makes the final cut when it's released early next year.





PROJECT ZERO 2: CRIMSON BUTTERFLY

>> PUBLISHER **TECMO** >> ETA **SEPTEMBER 2003**

Although displayed at E3 under its American name of Fatal Frame this is in fact the sequel to last year's novel and underrated survival horror game *Project Zero*.

Relying on the previous game's staples of eerie ghosts, well-placed shocks and a magical antique camera that can hurt enemy spirits by snapping away at their ethereal forms, *Project Zero 2* offers a brand new setting that expands on the original's haunted house with a whole abandoned village to explore and two new heroes in the form of mysterious twins Mio And Mayu.

The makers claim that this new instalment will be even more terrifying than the original – some feat given how heart-stopping that was in places – so here's hoping this is the first game to actually make us soil ourselves when it's released later this autumn.



TIME CRISIS 3

>> PUBLISHER **NAMCO** >> ETA **END 2003**

Psychopaths rejoice – the third instalment of Namco's venerable lightgun series will allow gun-happy gamers to snipe their enemies from afar, just like Lee Harvey Oswald or those two nutjobs from Washington. They'll be plenty of whites-of-the-eyes combat in there as well, along with an all-new option to switch weapons while you're ducking for cover. Players will begin with a bog-standard handgun, but can upgrade their single-barrel shooter to a shotgun, a machinegun or a grenade launcher by taking out certain enemies. If you can't wait until winter for this one, get down to your nearest arcade. *Time Crisis 3* has been blowing coin-op fans away for months.



KILL SWITCH

>> PUBLISHER **TBA**
>> ETA **NOVEMBER**

kill.switch is no ordinary tactical shooter, or at least so Namco say. The difference between this and the rest (besides the frankly irritating spelling of the title) is the extreme emphasis on firing from cover and making sure your team of operatives are hidden away at all times. Players are very much encouraged to seek asylum wherever they can find it – be it behind a burnt-out car or amid the jagged concrete teeth of a recently flattened building – and to then utilize the brand-spanking Offensive Cover System, where numerous agents attack the same target from different positions. Could be good.



TEENAGE MUTANT NINJA TURTLES

>> PUBLISHER **KONAMI**
>> ETA **NOVEMBER 2003**

With some kind of retro-ironic-early-nineties toy craze thing going on, Konami have taken the opportunity to come up with a rather tasty looking *Teenage Mutant Ninja Turtles* game. Based firmly on the cartoons, it's a straight-up brawler between the clean-living sewer mutants and the nefarious Shredder. We can't help but be reminded of the old arcade four-player game, what with the mix of mad ninja moves, outlandish enemies and technicolour cartoon humour. Although only two can play at once, you'll have the opportunity to challenge friends in a versus mode. It's looking top, which kind of surprised us.



CASTLEVANIA: LAMENT OF INNOCENCE

>> PUBLISHER **KONAMI** >> ETA **NOVEMBER 2003**

After 17 years and over 20 different games, Konami's beloved *Castlevania* series is about to hit PlayStation2 in an adventure that goes back to the very origins of the series. Set in the 11th Century, over 200 years earlier than any *Castlevania* setting seen so far, players are cast in the role of Leon Belmont, the forefather of the legendary vampire-slaying Belmont clan.

Given that the game is being produced by Koji Igarashi, the man behind the PSOne classic *Castlevania: Symphony Of The Night*, the results are bound to be something special and players can expect a heady mix of exploration through Dracula's enormous castle, fast-paced combat and adventure game style character development.

As ever, magic plays a big part in the game and hundreds of different spell effects are promised as you equip varying combinations of the game's six weapons, ten 'action relics' and seven magical orbs that are hidden throughout the environment.

It's due out in November so why not hold a sweep with your mates and try and guess how many times we use the phrase 'fang-tastic' in our coverage between now and then.



EVERQUEST ONLINE ADVENTURES

>> PUBLISHER **SONY**
>> ETA **LATE 2004**

This one scared the crap out of us. We've heard about what those PC types get up to with their online adventure games, and to quite honest we think it's utterly despicable. Thankfully, for its PlayStation2 outing the good people at Sony have had the sense to dumb *EverQuest* down to its core ingredients. The emphasis here is divided between developing a character, who by the end of your game will be as unique as a fingerprint, and forming clans with fellow players in order to complete shared objectives. A word of warning: nerdy types find *EverQuest* so addictive that entire books have been written on how to cope with the side effects. Watch yourself.



LOTR: THE RETURN OF THE KING

>> PUBLISHER **EA** >> ETA **LATE 2003**

The title might give away the ending, but it'll still be drama all the way in the second of EA's *Lord of the Rings* games. Set in the climactic period of the Fellowship's last gasp battles, EA are promising a glimpse of every location in this winter's elf-laden blockbuster. Gameplay has evolved as well: for the first time you'll be able to join forces with a friend and hack your way through Middle-Earth together. Highlights will include Riders of Rohan vs ringwraiths, Hobbits vs Gollum, and that old favourite, everyone vs the orcs.

As well as fighting as stalwarts Legolas, Gimli and Aragorn, you'll now get to control Gandalf during battles. We'll even be able to play as Frodo and fat, stupid old Sam Gamgee, although it's unclear whether you'll be able to wrap your furry-footed master Frodo in a homoerotic embrace every five minutes. (Although David murmured something about not minding if you did...)



BEYOND GOOD AND EVIL

>> PUBLISHER **UBI SOFT**
>> ETA **LATE 2003**

A hyper-stylised adventure from the creator of the original *Rayman*, *Beyond Good and Evil* has you taking on the role of a female journalist (no one told us that they make them in that flavour) determined to uncover the truth behind a recent alien invasion on her formerly peaceful home planet. Ubi Soft is keen to stress the size of the playing environment, as well as the blend of game-play styles on offer, though we have to say that we're naturally weary of any game that attempts to impress us by boasting of its stealth element. Might be interesting, might not.



PRINCE OF PERSIA: THE SANDS OF TIME

>> PUBLISHER **UBI SOFT** >> ETA **NOVEMBER 2003**

It's taken thirteen years, but the venerable *Prince of Persia* series is finally coming to PS2, care of the appropriately swashbuckling-sounding *Prince of Persia: Sands of Time*. Although the core of the game is still formed by platform leaping, and similar princely feats of extraordinary athleticism, there are also elements of exploration in here as well as you converse with allies and strangers alike and battle to defeat the evil Vizier. Combat will also play a large part in the rambling royal's adventures, with an emphasis firmly placed on the swordfighting variety.

Prince Of Persia could well be filling our Arabian nights when it's released this November.



EXTREME FORCE

>> PUBLISHER **NAMCO**
>> ETA **LATE 2003**

Anyone who's tracked down a copy of *Dead to Rights* will feel right at home inside *Extreme Force*. That's because they're both based in the same place, the crime-ridden no-go region that is Grant City. The idea here is to spearhead the elite GAC squad as they attempt to resolve a series of high-risk crises through a canny use of their hi-tech, hi-spec gizmos. Interested parties will be given a well-stocked utility belt of tools to play with, including night-vision goggles, door charges and a box of good old-fashioned grenades. Imagine a *Splinter Cell* where Sam Fisher goes in and does the dirty in the company of his four brothers. That's *Extreme Force*.



TONY HAWK UNDERGROUND

>> PUBLISHER **ACTIVISION**
>> ETA **2004**

Underground sees the ridiculous popular *Tony Hawk* series heading in a radical new direction. This time around you're able to ditch your board at any stage and take to the city on foot, climbing ladders, jumping from buildings and hassling strangers. There's more than a hint of *Grand Theft Auto* about the whole thing, particularly when you consider that the take-it-or-leave-it objectives of *Tony Hawk 4* will remain in place.

Elsewhere, the park editor has been given a substantial lick of paint and now includes an option to create your own objectives, while we're told that the final version will allow players to plaster their faces onto the character models.



VIRTUAL ON MARZ

>> PUBLISHER **SEGA** >> ETA **LATE 2003**

Hacked out with a *Zone of the Enders*-shaped cookie cutter, *Virtual On Marz* is a full-on, intravenous drip of a giant robot fighting fun. Piloting huge mechanised suits of armour known as Vituaroids you'll find yourself up against an assortment of enemy robots, rival characters (from a playable roster of 40) and giant enemy bosses.

Computer-assisted controls help newcomers jump straight into the battles while the innovative, dual analogue thumb controls should provide a deep and interesting control system. And, since this is a SEGA game, there's a treasure trove of secret extras to unlock while you're playing through the missions as well. Nice. *Virtual On Marz* blasts off at the end of the year.



SPIDER BITE The 'Who's the nastiest' battle continued.



BALDUR'S GATE: DARK ALLIANCE 2

>> PUBLISHER **INTERPLAY** >> ETA **LATE 2003**

ELVES, ORCS, WIZARDS... IT'S THE stuff of sweaty nightmares to the more - how shall we say it? - normal people in the office. Try not to let that bother you and concentrate instead on its deep and involving storyline, which sees the noxious whiff of danger returning to the bustling port town of *Baldur's Gate*. The number of playable characters has been upped, as has the range of enemies. For

our part, we've got our fingers crossed that part two is a tad more consistent than part one, which tailed off badly after a magnificent opening.



MONKEY LOVE Harry steals a baby ape. Um, okay...

PITFALL HARRY

>> PUBLISHER **ACTIVISION**
>> ETA **NOVEMBER 2003**

DO YOU LAUGH IN THE FACE OF DANGER and stick rude post-it notes on the back of certain death? *Pitfall Harry* does. His ancient, ancient console franchise has been resurrected and is coming to the PS2 later this year. This means light-weight *Tomb Raider*-style action - lots of vine-swinging, crevasse climbing and fighting of the curiously named South American Bush Ninja (surely some kind of marsupial?) Eight types of interactive environments, snakes, crocs and spiders, and, ahem, pogo sticks fill out the, no doubt, 'wacky' adventure.

THE LORD OF THE RINGS: THE TREASON OF ISENGARD

>> PUBLISHER **VIVENDI** >> ETA **LATE 2003**

...AND THE RUNNER UP IS... OKAY, WE'RE NOT ONES TO PREJUDGE A game (before we've seen more than, ooh, four screenshots) but what with *The Treason of Isengard* being a sequel to the 'other' *Lord of the Rings* game, Vivendi's *The Fellowship of the Ring*, we don't expect it to be quite as good as EA's upcoming *Return of the King*. Still, there's more emphasis on battle rather than exploration this time, because the game centres around the battles of Helm's Deep and Isengard. And now there's the chance to fight alongside the Ents! Ashley was so excited he nearly smiled.



ON THE PULL But this Aragorn's a bit outclassed.

HEADHUNTER: REDEMPTION

>> PUBLISHER **SEGA** >> ETA **NOVEMBER 2003**

BEARDED MAN'S MAN JACK WADE IS BACK FOR ANOTHER finely crafted blend of sneak-play, high-speed driving and balls-out shooting. This time around Wade is joined by curvy broad Leeza X, who assists him in his effort to halt another terrorist plot. You'll be given control of Leeza during certain sections of the game, though it's unclear at present whether or not she'll have her own set of unique missions.

As for the combat, when all weapons have gone, both fighters can resort to hand-to-hand scrapping. In order to get meatier weapons, training missions will need to be completed before you can run wild. The criminals might be able to pick up a Uzi and let loose, but you'll need to navigate several tricky virtual reality tests before being allowed to have a pop. Expect *Redemption* to improve on the somewhat flawed original when it debuts later in the year.



ODD ANGLE The word 'skirt' never entered our heads.





> DEAD MEN WALKING

Three ordinary folk about to experience one extraordinary day, but who's going to die first?

"MORE SHAMBLING DEAD THAN JAMIE OLIVER HAS TEARS OF SHAME"

RESIDENT EVIL: OUTBREAK

USED TO BE, THE WORST THING YOU COULD GET ON THE NET WAS A CASE OF THE RAGING SPAMS. NOW CAPCOM WANTS YOU TO BE EATEN ALIVE TOO.

> GENRE	ONLINE SURVIVAL HORROR
> DEVELOPER	CAPCOM
> PUBLISHER	CAPCOM
> ETA	2004

"ONE DAY, WE'LL BE EVEN PLAYING RESIDENT

Evil online." It's the sort of rubbish you'd expect bored, slapdash video games journo's to write, and it's usually followed by something like: "On holographic viewscreens with mind-enhancing psychotropic drugs versus telekinetic robot prawns, in the year 2427."

But friends, a new day has dawned, we're in a new millennium, etc, etc, and *Resident Evil: Outbreak* is indeed going all the way online. This will hardly be news to you if you've been following our coverage of the game as it struggles into the light, but this is our first proper look.

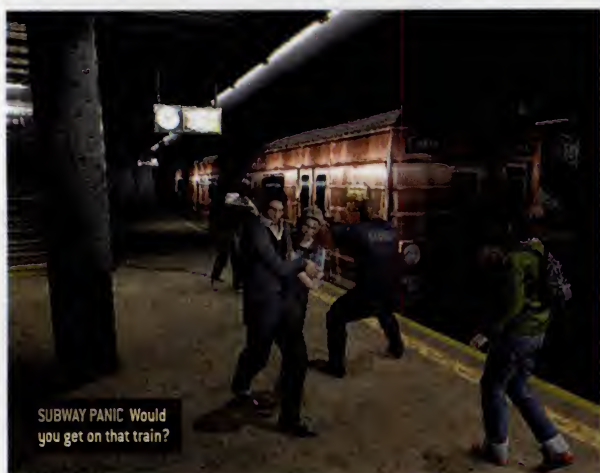
Everyone's first reaction is: "Online... okay... how?" Well, it looks like you'll play one of around 12 plot modules per session, each taking about two hours to get through: something like a level in a traditional survival horror game. You'll shoot the zombies, solve the puzzles, collect the herbs and find yourself hiding behind the sofa in true *Resident Evil* fashion. The difference, apart from the pennies going on the broadband bill, is that there will be up to seven other people beside you. Some will be played by other online types, some will be controlled by the computer. That's seven other characters to save, to ask for help from and to watch warily, because if they're attacked, they could end up as zombies too.

Outbreak's plot reads, as usual in a *Resi* game, like a classic horror movie. We're back in Raccoon City, the original township where the chaos started with the first *Resident Evil* title. No-good pharmaceutical corporation Umbrella has let loose the T-Virus and now the town has more shambling dead than Jamie Oliver has tears of shame. The city has been engulfed in flames in a desperate attempt to halt the spread of the virus. The eight characters (see 'Band of Zeros' panel), led by non-playable STARS ops Leon Kennedy and Claire Redfield (yes, them), must struggle out together. If they don't make it in time, Umbrella will bomb the town into dust and zombie bones, and it's game over for everyone. Better work together, then. 'Eight different ordinary folk trapped in an extraordinary situation' sounds more disaster movie than shocker to us, but it's certainly a different take on a genre normally populated by one hero(ine), one sidekick, one creepy is-he-evil-or-not character and one shrieking madman scientist. On a bad day. When he's fresh out of glowing blue samples of rabid monkey DNA.

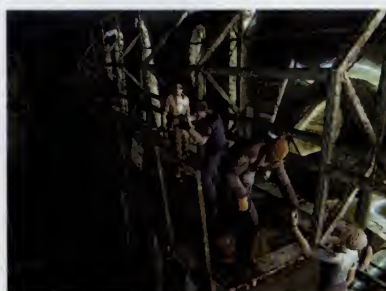
PLAYING DUMB

The catch? You won't be able to talk to the other people making their way through the shattered world with you. Your only way of communication, aside from stock phrases, is through giving and taking the items – food, keys and weapons – that will prove invaluable to making your way out of there. You also won't know whether your buddies are human or computer-controlled, which is odd, really, when you're paying to go online. Either way, you'll get to know characters on how kind they are, not how clever or how skillful they appear. It's a chance for real interaction to blossom, but can it generate enough camaraderie between online gamers, or will everyone be out to help themselves? At least the team isn't confined to all being in the same place at the same time. You have to split up to solve puzzles, but if part of the group is attacked you'll hear screams and gunshots from nearby so you can

FIT CHICK Notice how Cindy appears in all our screens?



SUBWAY PANIC Would you get on that train?



CO-OPERATION! Work together or die together. It's your choice.



PIPE DREAMS One broken cranium coming up!

BAND OF ZEROS

WE WOULDN'T ASK THIS LOT TO CHANGE A LIGHTBULB, LET ALONE ESCAPE FROM A CITY.



KEVIN

The good news: he's a copper. The bad news? He's failed the STARS entry exam. Twice. Also, he's called Kevin, which is a bit of a tragedy in itself really.



GEORGE

George is a doctor. A good doctor. One of the best. Fighting zombies, you say? Oh no, he's rubbish at that. Can't stand the sight of blood, see.



YOKO

"A Japanese woman shrouded in mystery." We quote from our sources. From this, we believe she possibly broke up the Beatles. Or invented Anthrax.



MARK

A Vietnam vet who works as a security guard. Hopefully he'll go psycho, whispering "Charlie's everywhere. YOU COULD BE ONE OF THEM!"



CINDY

She was working as a waitress in a cocktail bar, when she met city-wide zombie panic. Combat skills limited to mixing a mean Zombie. Get it?



DAVID

All we know about David is that he's a plumber. He plumbs. Pipes and stuff. Possibly in an anti-zombie way. We like to call him Dave.



JIM

Jim works on the railway, but he's a clever bloke with a mind like steel wheels. Not clever enough to leave a zombie town, though.



ALYSSA

Alyssa is a reporter. We're tempted to use the word 'gutsy'. But not in the sense of 'guts spilling everywhere'. At least, hopefully not.

RESIDENT EVIL: OUTBREAK FACT!

> ONE DOWN...

Outbreak is aiming to give gamers the creeps by having characters 'picked off' one by one.

> LOTS OF GUNS

Weapons include pistols, rifles, shotguns and automatic weapons. God bless the US gun laws we say.

> CHEEKY FREAK

One of the zombies in Outbreak's opening movie sequences is wearing a 'Dawn of the Dead' T-shirt. Ha-ha!

> GROSS OUT

More than 20 million Resident Evil games have so far been sold. That's one for every person in our nation!

SECOND COMING

THE SECOND RESI MOVIE RISES FROM AN EARLY GRAVE. EEK! MORE DODGY MAKE-UP ALERT!



Meanwhile, in an equally eerie town in California (erm, Hollywood) preparations are afoot for a second *Resident Evil* film and we've unearthed these tantalising titbits about the sequel. First, expect the Nemesis monster to appear. Second, Milla Jovovich is back, and as the kick-ass Alice she'll be leading a troupe of ordinary people out of Raccoon City. As always, these 'facts' are unconfirmed and could always disappear quicker than a big bag of cocaine at a Hollywood studio exec party....



ON YOUR KNEES Look! There'll be crawling over boxes too!



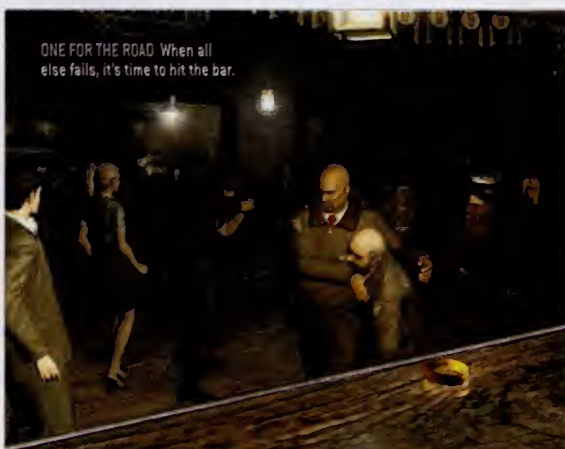
COME WITH ME IF YOU WANT TO LIVE It's good to help others.



ROTTING ARM OF THE LAW
Zombie policemen. Terrifying.



DEAD END Quite literally it seems, given he's out of ammo.



ONE FOR THE ROAD When all else fails, it's time to hit the bar.

rush to help them, or run like a coward to safety, for that matter.

Aside from the eight of you, there's a whole load of other elements to interact with. Top of the list are the enemies, of course. The zombies are back in a big way, and we'd be surprised not to see a few other old favourites like the Licker and the Hunter making re-appearances. But monsters aren't the only things out there. There's also the rest of the Raccoon City population that didn't get burnt, shot or zombified, and they're all anxious to escape. Some will help you out. Some will need a hand themselves. And others will seem normal, but when approached they'll mutate into nightmares of gibbering flesh. Some will even join you in battle, fighting their way out with you by their side, but others will run from you in fear. Whatever they do, you'll never be quite sure whether they're friend or foe until it's too late. In monster form, they could even track you down mercilessly at the expense of all else. This is where you'd better hope your fellow players remember just how nice you were earlier, because if they don't get that creature off your back, it's game over. Stirring stuff.

ONLINE, UNLUCKY, UNDEAD

Here's another bit of game-candy to sweeten the online deal: when you're killed by the flesh-eaters, you could be turned into a zombie yourself. That's right: it looks like you'll finally be able to play as one of the bad guys. Suddenly your objectives switch from 'find key, examine statue, collect herb' to 'find flesh, eat flesh, repeat'. What's less clear is how the single-player game works. We can only imagine that all the other seven players are computer controlled and you explore the game worlds by yourself. In which case, hmmm. We just hope there's a sizeable amount of extras to keep you playing offline, that's all.

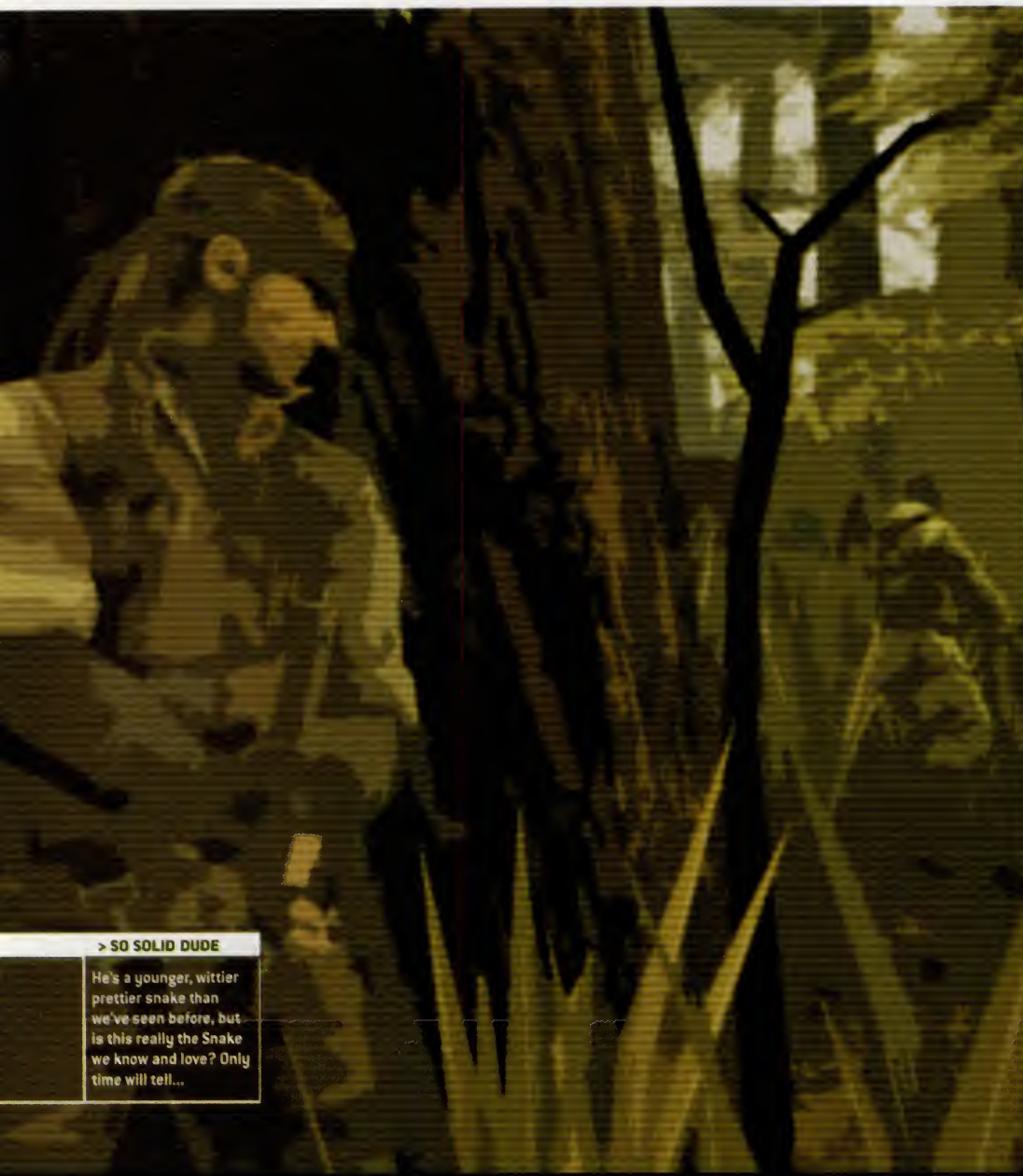
As you can see from these rather tasty shots, it's certainly shaping up to be the best-looking entry into the franchise the PlayStation2 has ever seen. A far cry from *Resident Evil Code: Veronica X*'s stylised Dreamcast looks and way beyond *Resident Evil: Dead Aim*'s gun game graphics, at least. Instead it's a mature and sophisticated take on the *Resident Evil* style. And by that we mean dark, dank, detailed and dangerous.

Even so. The sixty-four thousand undead dollar question is still: how can they make online play different each time? And if so, what gets sacrificed in terms of gameplay? Will it be playable for a week, a month, or just about forever? Our grim feeling is that something's got to give, hasn't it? When the change-o-phobic *Resident Evil* series introduces a radical new element, it's generally been considered from all angles and works well. So we're giving it the benefit of the doubt for now. God knows we moan like old women when games don't try new things, so we can't exactly get all arsey, can we? Let's all cross our fingers and maybe that'll make it work. Come on everybody, cross 'em. If we all do it at the same time, then maybe it'll happen. Maybe....

FIRST OPINION

Online multiplayer immersive survival horror gaming, with single-player action thrown in the mix? We can't say that we're totally convinced yet by the magic combination, but the carrot of internet zombie nirvana is dangling in front of us. Maybe if we believe hard enough, this could be the best *Resi* ever, couldn't it?

/ JOFF BROWN



> SO SOLID DUDE

He's a younger, wittier prettier snake than we've seen before, but is this really the Snake we know and love? Only time will tell...

"THE ALL-ROUND BEST VIDEO GAME HERO EVER HAS RETURNED"

METAL GEAR 3 SNAKE EATER

IT'S NOTHING LESS THAN THE ULTIMATE RUMBLE IN THE JUNGLE. SNAKE IS BACK, AND HE'S BROUGHT HIS SWISS ARMY KNIFE.



> GENRE	ACTION ADVENTURE
> DEVELOPER	KONAMI
> PUBLISHER	KONAMI
> ETA	Q2 2004

BROTHERS AND SISTERS, PREPARE YOURSELF

for the third coming of our lord and saviour. The one with the global cult. The one with power to save the world. The one betrayed by those closest to him. Not Jesus, you fools – this is *PlayStation World*, not Purley Parish newsletter. We're talking about the Official All-round Best Videogame Hero Ever, Solid Snake. He's returned to bless us with another mission, and he's swapped his techno-gadgetry for hard-bastard survival skills. If you've ever enjoyed videogames, you simply must read on.

Here's how the new story begins: Light streams through the canopy of trees and onto the scrub-covered forest floor. The stillness echoes with the cries of birds, branches wave in the soft breeze. The jungle dreams in solitude. And 2,000 feet above them, Solid Snake falls through the sky, ready to royally screw up the ecosystem. A parachute opens, and he lands with a thud. He looks around and he sees that it is good. Thus begins the astonishing 12-minute trailer for *Metal Gear Solid 3 Snake Eater*, which you'll find on our DVD. You may want to go watch it, sit shaking for ten minutes, watch it again and then come back here for more. It's that good.

In the movies, triquels (for want of a real word) are almost always bad. *Terminator 3* looks piss-poor. *Return of the Jedi* was an unfunny episode of the Muppet Show. Even *The Godfather* couldn't pull off a perfect third part. But here in videogame land, things can only get better. And who better to take to this new kingdom of glory than that old pro, His Royal Slyness himself? Needless to say, it's only on PlayStation2 that you'll see Metal Gear Solid 3. Expect other consoles to catch up in, ooh, a year or two's time. But the PS2 is the only place for all-new Snake adventures. Bask in the glory. And the title? Well *SNAKE EATER* is US army slang for a special forces agent, especially one in Vietnam. But as if to prove how stupid all this random theorising is, Snake is shown on the trailer happily munching away at the bloody remains of a great fat python. You might be forgiven for thinking that he's finally lost it this time, and who knows? You might be right.

SNAKE'S ALIVE

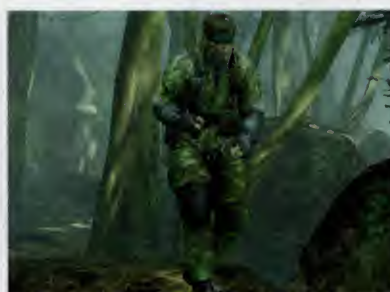
Plot-wise, there's a very sensible reason for throwing Snake into the jungle. You see, elite undercover operatives don't really get dropped off right at the enemy base and get collected from it when they're done – there's no school run for spies that passes through the Deep Sea Base via the Volcano Lair, stopping off at the Terrorist Stronghold. In real life, agents have to trek miles through bleak tundra, treacherous rainforest or arid deserts to reach their (understandably out-of-the-way) destinations. So it is with Snake.

With a new environment comes a whole load of new skills. Snake can climb trees, hang off of branches with one hand and shoot into the foliage with another, or even walk along thicker branches to reach out-of-the-way spots. He can shoot from under the water now, and take advantage of all the chaotic hiding places the wilderness has to offer. An open environment means that combat has totally changed, too. Instead of taking out one guard and retreating to relative safety, you're simultaneously out in the open and possessed of infinite cover, fighting against groups of troopers. Once one enemy is dead, all the rest are alerted and it's a hunt-or-be-

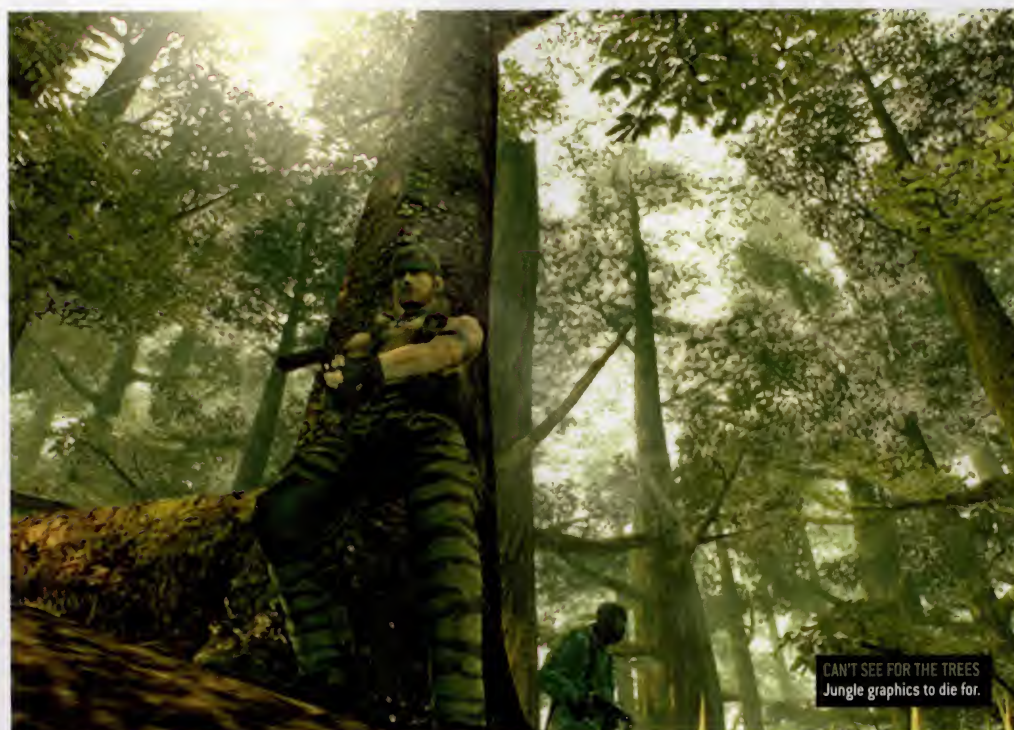
BULLET TIME The water spray effects are superb.



INTO THE FIRE You don't get much harder than this.



IT'S AN OLD, COLD WAR Notice the 60's weaponry and outfit?



CAN'T SEE FOR THE TREES Jungle graphics to die for.

Snake Tales

THE IMPOSSIBLY COMPLEX METAL GEAR STORY IN 100-ODD WORDS. BIG SPOILERS. HOLD TIGHT.



>> **METAL GEAR (NES)** Fox-Hound agent Solid Snake infiltrates the Outer Heaven terrorist compound to stop the Metal Gear walking nuclear tank being launched by a madman... who turns out to be Fox-Hound leader Big Boss!



>> **METAL GEAR SOLID (PSONE)** New evil terrorist Liquid Snake turns out to be Snake's brother. The US President is aware of both sides and is... Solidus Snake, his other brother. Villain Revolver Ocelot is a double agent working for him!



>> **METAL GEAR SOLID 2 (PS2)** Iroquois Pliskin is Solid Snake! Big Boss is Snake's dad! New guy Raiden was brought up by the President (Solidus Snake!) Liquid Snake's arm controls Revolver Ocelot! The Colonel's an Artificial Intelligence!



>> **METAL GEAR SOLID SUBSTANCE (PS2)** The whole toe-curling plot of the Metal Gear series is axed in favour of giant comedy guards who look like Godzilla and Snake running round in a tux. The world throws a party to celebrate!

YES, WE KNOW THERE WAS A SEQUEL TO METAL GEAR ON THE NES AND MSX CONSOLES. BUT WE DIDN'T WANT TO FRY YOUR BRAIN-PAN. YOU SHOULD THANK US.

METAL GEAR 3 FACT!

> SILVER TONGUED

David Hayter, the man behind the gravely voice of Solid Snake, is back for this game too. Mmm, grrreat!

> FUNNY IN-JOKES

The "tell me the release date" speech from the trailer won't make it into the game. It's just to tease us mortals.

> DAVE'S A SOLID NAME

Our hero's real name is Dave. Solid Snake is a badge of honour awarded to him by the Fox-Hound team.

> LOOK WHO'S BACK?

Those who've looked closely say you can see Vamp at the end of the trailer: evil survivor of MGS2.

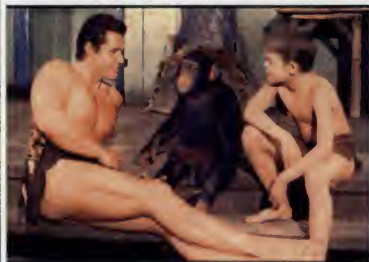


MOVIE MAGIC

MULLETS? CAMOUFLAGE? IT'S ALL FROM THE EIGHTIES ACTION MOVIES, BABY!



>> **RAMBO** Set the agenda for jungle-based bullet/mullet play with a psycho mission to rescue Vietnam vets. Let's hope Snake doesn't lose his marbles quite so badly.



>> **TARZAN** Like the butch jungle hero, Snake uses the trees to move around above the dangerous jungle floor. Fortunately for us, he keeps his kit on when he does it.



>> **PREDATOR** Just as Snake rises from the water to kill, so Arnie once covered himself in clay and submerged himself before spraying lead. No aliens in MGS3 though... or are there?

HIDE & SNEAK The aim is still to avoid the guards.



'SCREAM AND YOU'RE DEAD' Sound plays an even more important role than before.



SCOPE OUT Despite his camouflage he's still a sitting duck out there in the long grass.

hunted situation. One of the most compelling set pieces we've seen so far is when Snake, pursued by enemy agents, dives off a huge waterfall and resurfaces seconds later to pump the enemy full of lead.

One part of Snake's vital equipment appears to be missing this time round: there's no sign of the radar that's accompanied all the previous missions, allowing the player to spot nearby enemies no matter where they are. Instead, you'll have to rely on subtle audio-visual clues from the environment. Grass moving? It's a pack of enemies heading towards you. Birds flying off nearby? Someone's stalking you. Loud, dog-like barks in the distance? It's, erm, a pack of dogs coming to rip you up. But Snake's main skill is still remaining invisible. It's just that this time, he's got the environment on his side.

PEEK-A-BOOM

We're used to guiding Snake out of the line of sight of guards, making sure he's not seen. But the shifting colours and textures of the jungle give you a new way to hide: camouflage. In Metal Gear 3, Snake will be able to remain in full view and not get spotted. We're not talking dodgy sci-fi chameleon suits or any such futuristic nonsense – that's so 2002. We mean just being able to blend in with your surroundings, keeping still and hoping nobody looks straight at you. Remember the thrill you got from creeping around in a guard's uniform in the previous game, trying to fit in? It's going to be a bit like that. Only more so. Unlike the previous games where Snake kept the same costume throughout the games, we already know he'll be in various guises throughout MGS3, depending on how he needs to blend in with the surroundings. Not that it's all about jungle high jinks, mind you. Metal Gear inventor and videogames mastermind Hideo Kojima has confirmed that once Snake reaches the enemy encampment, things will switch back to a much more familiar way of playing. In fact, only about two thirds of the game will play out in the great outdoors, so those yearning for more traditional creeping shouldn't feel too left out.

Modeling the natural world has always been traditionally difficult for games to do, but the Metal Gear series has always gone ten steps further than anyone else when it comes to immersion. It's a case of recreating the feel – certainly not the boring old reality – of a jungle, of distilling its essence, canning it, coding it and whacking it onto a screen to be hammered into your heart via your eyes. The dampness and the sense of claustrophobia and liberation and fear. The struggle for survival. Well, it looks like they've done it. Metal Gear 3 delivers an articulated lorryload of visual goodness. Grass bends as you walk through. Muted, hazy sunlight filters through the trees. Snake scales shimmer in the gloom, waterfalls splash and splatter. And there's always that extra level of Metal Gear quality that means every effect you've never seen before, every all-new graphical experiment, doesn't look merely interesting. It looks perfect.

It's not just the graphics that have been souped up. The whole game now has Dolby 5.1 sound throughout. The immortal Harry Gregson-Williams is back to bring delight to our ears with another moving soundtrack. And ambient sound will play an even larger part than before, because bereft of his nano-machine tracking system Snake has to listen for every sound or be at the mercy of the guards. Everything from the hush of the jungle floor to the ominous click of a handgun's safety catch has been rendered in crystal-clear sonic detail. We'd expect nothing less.

WHAT THE MAKERS SAY

"THE GAME'S EXTRAORDINARY GAMEPLAY AND INTENSE PLOT COMBINE WITH RIVETING MUSIC, HIGH-DEFINITION SOUND AND ASTONISHINGLY DETAILED GRAPHICS FOR A COMPLETELY UNIQUE INTERACTIVE GAMING EXPERIENCE."



GUNS AND AMMO And a hipflask that needs filling.



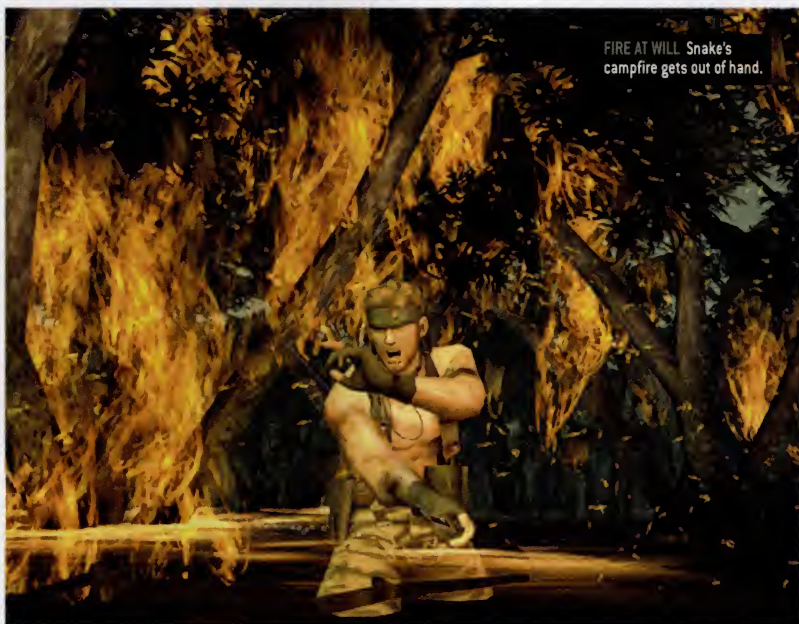
MORE BLOODY RAIN Why is the weather always so rubbish?



'UP HERE FELLAS!' Hide in the trees and spy on the guys below.



FOREST OF DOOM Careful enemy soldiers and fluffy woodland animals: Snake's out on a hunt...



FIRE AT WILL Snake's campfire gets out of hand.



MONKEYING AROUND The one-armed hang is new.

"METAL GEAR 3 DELIVERS A LORRYLOAD OF VISUAL GOODNESS"



38, 39, 40, COMING! READY OR NOT! He'll never find me here...



SILENT BUT VIOLENT
Snake is a lot more brutal.

"SNAKE IS
SHOWN
HAPPILY
MUNCHING
ON A BLOODY
PYTHON"



DINNER TIME You'll have to hunt for food to survive. That snake is a mobile banquet.



ROFF IN THE JUNGLE Have
a shave Snake, please.

THEY EAT SNAKES, DON'T THEY?

Hunt or be hunted, that's how one of MGS3's enigmatic catchphrases goes. Because it's not just about the man-vs-man warfare any more. Snake will suffer the vicissitudes of cold and fatigue. He can even suffer from broken bones which may render him unable to hunt. And hunting's what he'll need to do to survive, because without food, he can't function. It's a brand new game mechanic we've never seen before: there's a plethora – that's right, a whole plethora – of furry woodland folk to hunt down and kill. From what we've seen so far, Snake isn't really into the whole pan-frying, slow-roasting, side-order-of-posh-veg thing. He's more a 'pick it up and take a bite out of it' man. Fish, snakes, any old animal – he'll happily chow down just as soon as it's stopped flailing around. Bizarrely, the more of one type of animal you hunt, the more Snake will get a taste for it. At one point you're chased by dangerous terrorist-trained hunting dogs. We don't yet know whether Snake can give himself a canine snack from their still-warm bodies after he's killed them, but we hope so. As for the soldiers; okay, we can't see even the ever-resourceful Snake turning to cannibalism, but hey, Kojima's surprised us before.

SNAKE IN THE GRASS

Promotional material makes a great display of the CND (Campaign for Nuclear Disarmament) symbol, the US and the old Russian flag. And the years 1960-1964 flash up on the screen in the trailer, along with the phrase 'new era, new gameplay'. Why? Well, Hideo Kojima has been quoted as saying the very best time to set an espionage game is during the cold war. We still don't know for sure that the game is set back in the early 60s – but there are some clues. The weapons date from around that period. Snake's wearing an ear piece rather than intercepting messages using nanomachines inside his skull. His nanomachines should stop him getting cold, and needing food for that matter. They're conspicuously absent.

"Sweet Jemima!" you may well be thinking. "If it is set in the 60s, Solid Snake would be aged about, hmm... minus 10!" It's a typical Metal Gear mindjob. Which means: if this is the 60s, you might be playing as Big Boss, genetically identical to Snake, but destined to become one of his greatest enemies (see the Snake Tales panel for more information). Of course, that's just a hunch. Other crazed theories doing the rounds at the moment include: Snake's time travelling, it's a new Cold War situation analogous to the early 60s, or it's (for all we know) a gigantic neural-net hallucination by a dreaming Metal Gear robot who's eaten too much cyber-cheese. Hideo Kojima is keeping his cards so close to his chest he's beginning to sound like the Iraqi Information Minister, so we're on our own here, at least for a while. Still, it heightens the anticipation. And like Snake himself, we're blessed with supernatural patience. We can wait; oh yes, we can wait. Just not too long, please...

/ JOFF BROWN

FIRST OPINION

Right now we can't see any reason why Metal Gear Solid 3 shouldn't take the crown as PS2's best action game. Kojima has pushed the envelope of what it's possible to do in a game once more, by taking the great outdoors as his template. Everything looks stunning, the hunting mechanic has immense potential and if we're not mistaken, there's a welcome dose of humour to tie it all together too. Roll on 2004....

THE KING OF SNAKE SPEAKS OUT!

KOJIMA'S MYSTICAL MGS3 SAYINGS, TRANSLATED INTO NORMAL SPEAK



"There is a lot of the up and down as well as the left and right."

Translation: "You can climb trees now. And fall hilariously from a great height to your death."

"What we have done is really inefficient."

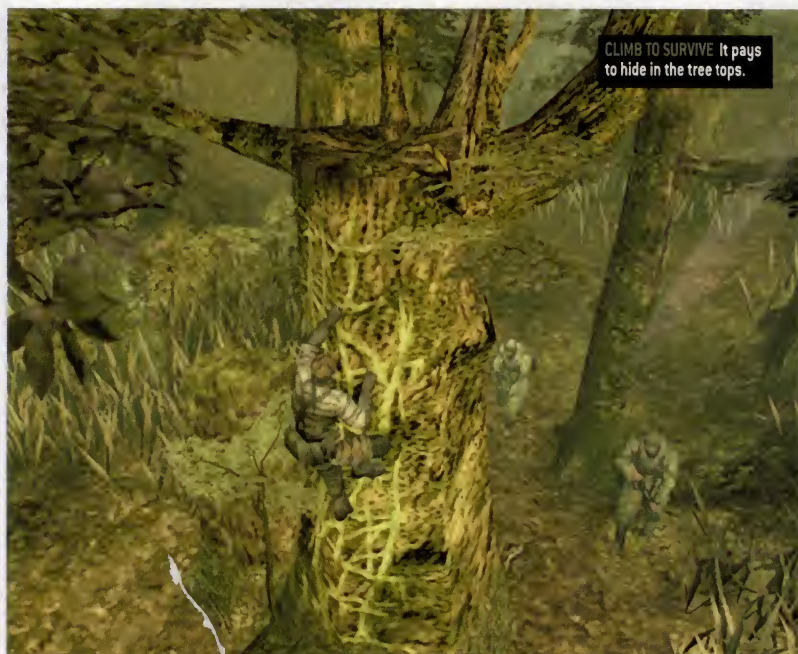
Translation: "We built a whole new graphics engine for outdoors. Yay us!"

"We pretty much used the power of the PS2 with Sons of Liberty."

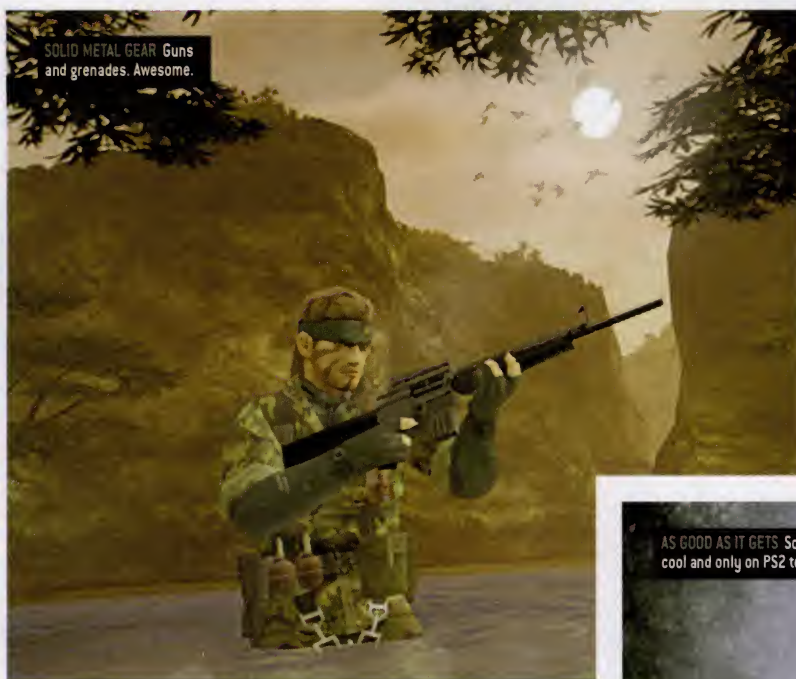
Translation: "But we're pushing it even further anyway. We're mad, us."

"A solid is something that is three-dimensional, and it's solid. This is the third Metal Gear Solid. So, in a sense, this is like Metal Gear nine, with the three threes."

Translation: "I'm an absolute howling lunatic."



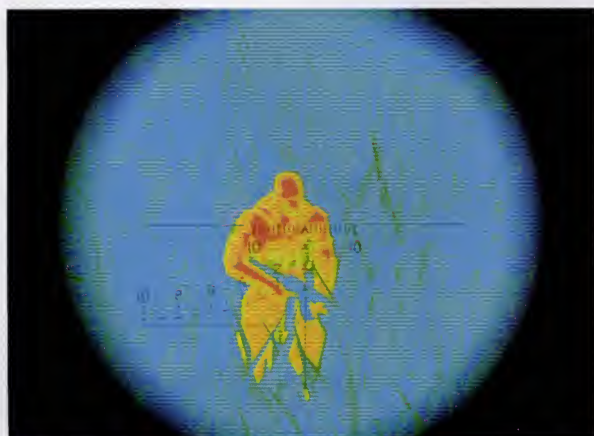
CLIMB TO SURVIVE It pays to hide in the tree tops.



SOLID METAL GEAR Guns and grenades. Awesome.



WORLD'S PRETTIEST SHOWER Snake was pleased with how Changing Rooms did his bathroom.



HOT SHOT The infra-red technology may be more primitive than we're used to, but it still works.



AS GOOD AS IT GETS So cool and only on PS2 too.

METAL GEAR 3 TO DO LIST

> STICK IN MORE ANIMALS

We've heard tell of an alligator, but what if Snake could wrestle an elk to the ground? We need monkeys. Proper big Orang-utans types.

> SEND IN THE MECHA

Retro-techno-fetishism! We still need some cool bots to shoot. We're talking the first Metal Gear here, developed in the sixties.

> GET OUT THE TIPPEX

Mr Kojima, please tell your wonderful story with action, not with reams of dialogue-heavy cut scenes. Smaller scripts save trees.

> DO THE TWISTS

Still, we want more plot twists than ever, no matter how unlikely. What if Solid Snake is actually his own brother? Eh? Eh? Eh? Yeah.





“A SYSTEM THAT TAKES INTO ACCOUNT VEHICLE WEIGHT, VEHICLE SPEED, SURFACE FRICTION AND WIND RESISTANCE”

GRAN TURISMO 4



THE PS2'S FAVOURITE SON IS DUE TO RETURN IN 2004. WITH NEWS OF ONLINE RACING, NEW PHYSICS, AND A CATALOGUE OF CARS THAT DWARFS EVEN *GT2*'S, THIS IS OUR FIRST LOOK.

> GENRE	RACING
> DEVELOPER	POLYPHONY DIGITAL
> PUBLISHER	SONY
> ETA	Q2 2004

THERE ARE MANY REASONS WHY WE LOVE *Gran Turismo 4*, even before we've reviewed it. We love it because it's all ours. Just as girls who fancy you and only you are 5% more attractive than the ones that don't, so games that are completely and utterly devoted to your platform of choice have a distinct edge over those willing to sleep around for money (don't think we haven't noticed, *Resi Evil*). We also love it because it looks better than a billion-colour explosion of planetary nebula, because it plays like a grand piano smothered in lukewarm butter, and because it sounds sweeter than a chorus of virgins singing the recipe for your mother's lasagne al forno.

Enough with the preamble. Onto the amble itself, starting with the most important cog in this finely-tuned machine: the cars. It would seem that the major automobile manufacturers have finally cottoned on to the fact many players now use *Gran Turismo* games as buying tools with which to help them size up a prospective motor – Why bother with going to a dealer when you can buy *GT3* and test-drive the real thing

until your room smells and your arse hurts? The upshot: whereas previously developer Polyphony had to beg carmakers to supply them with data, now the likes of Toyota, Mitsubishi, Mercedes and Rolls Royce are only too happy to supply them with whatever technical guff they're after. That *GT4* will be the most accurate driving game ever is hence a given.

For further proof of that, crouch down next to your Corvette C5R and take a good look behind the rear wheel. There you'll find a gleaming disc brake, one of literally hundreds of blink-and-you'll-miss-it details laboriously soldered to each and every one of the 500+ cars. The developers also boast that you'll be able to see your motor reflected in the paintwork of rival vehicles as you glide past them at 130mph, so long as they've paid a visit to the carwash beforehand, of course.

It's not only in visual terms that Polyphony have upped the ante, they've also completely reworked the car handling, tearing the guts out of the physics engine that powered the previous three games to make way for a system that takes into account vehicle weight, vehicle speed, surface friction and wind resistance. That's not to say that *GT4* will be harder to play than previous games, just that the performance of your Turismo car is now far more likely to match-up



"RIVAL CARS WILL ALSO BE CAPABLE OF DISPLAYING EMOTION, THEIR ATTITUDE TOWARDS YOU BEING ENTIRELY DEPENDENT ON HOW YOU'VE TREATED THEM"



with that of its real-life counterpart. We know this because the developers are constantly playtesting the game, comparing every lap they time post with those taken from actual circuits. So far the results have been staggering. Like we say, like life only better.

PLAYING THE RACE CARD

Here's the part in the article where we make the distinction between driving games and racing games. The *Gran Turismo* series has always prided itself on being the Real Driving Simulator, and rightly so. After all, nothing on the PS2 (or any format for that matter) could hope to compete with the depth of data or the accuracy of the handling of *GT1*, *GT2* or *GT3*. Where *Gran Turismo* games have traditionally let themselves down, however, is in terms of the actual racing, the key to which is the behaviour of the competing cars.

In comparison with something like *TOCA Race Driver*, where the chasing pack use highly-advanced levels of intelligence to outwit and outrace you, the races in *GT3* are dull, rigid, stale affairs that have you weaving around four-wheeled automatons as they complete their predefined, Scalextric-like circuit of the course. They always take the corners the same way, they always stick to the racing line and they always

complete the race without spinning out.

Not any longer. For when Polyphony hasn't been busily waxing up their new motors, they've been educating their virtual drivers in the fine art of advanced motor-racing. The days when you could overtake a PS2-controlled car on the inside of a hairpin bend, safe in the knowledge that they weren't smart enough to block you off are long gone. According to a well-informed source at Polyphony, rival cars will also be capable of displaying emotion, their attitude towards you being entirely dependent on how you've treated them in the race up to that point. The bottom line is, if you push someone, they'll push back. It's also a massive relief to hear that the other vehicles are now just as likely to misjudge corners and clip the sidings as you are. The impact this has on the playing experience cannot be measured. Suffice to say, *GT4* will represent the biggest leap forward the series has ever taken.

Not convinced? Then consider the online aspect of *GT4*, which Polyphony are keen to assure us will compliment the single player game, not encroach upon it. Up to six players will be able to take part in a multiplayer race, either as a one-off or as part of an ongoing championship. The game's creators have also let it be known that they are extremely keen to foster a



RED, WHITE AND BLUE
Inspirational really...



CREATIVE CAMERAS Joe's hanging out the driver's seat.



THAT'S TOMMI Y'SEE Four-time WRC champion no less.



WHERE'S THE HULK? And welcome to the PSW subconscious.



LONELY DRIVING Dustacular nonetheless.

THE GRAN PLAN

CONFIRMED CARS RIGHT HERE - 500+ TO COME...



- | | |
|------------------------|------------------------|
| > MINI COOPER S | > SUPRA 2.5 TWIN TURBO |
| > IMPREZA RALLY CAR | > PLYMOUTH 'CUDA 440-6 |
| > PONTIAC GXP | > SUZUKI CAPPUCCINO |
| > EVO VII RALLY | > CHEVELLE SS 454 |
| > LANCER EVO VIII | > PONTIAC GTO |
| > CHEVROLET SSR | > CHRYSLER PROWLER |
| > FAIR LADY 240AG | > PONTIAC VIBE GT |
| > C'VETTE STINGRAY 350 | > CHEVROLET SS12 |
| > CAMARO Z28 302 | > NISSAN Z UNLIMITED |
| > PRELUDE TYPE S | > HONDA RSX-R |
| > COROLLA LEVIN 1600 | > IMPREZA WRX STI |
| > ALPINE RENAULT 1600S | > LOTUS EUROPA SPECIAL |
| > ISUZU GIULLA SPIRIT | >> & MANY, MANY MORE |



THAT LOOKS FUN And it would even more so, if the CARS COULD GET DAMAGED!



PERSPECTIVE It's all about the diminishing railway tracks.



CARS, AND ROADS, AND BUILDINGS Yep, it's GT alright.



JUST IMAGINE! The car that lost that tyre must be 200-feet high!

strong *GT4* community, where players can exchange cars, set-ups and racing strategies without moving away from their PlayStation 2.

Considering the fact that *GT* already has a user-base large enough to populate the capital city of any country with secure borders and a sober president that you care to mention, it's no exaggeration to suggest that *Gran Turismo 4* could well be the biggest online game ever.

How PC and Xbox owners must be rueing their foolishness now, like a pair of weeping Sydney Swans fans born within spitting distance of the Gabba. Would anyone notice if they switched allegiances now? Ah, the joys of all being right.

FINAL GRAN-TASY

So far, so *Gran Turismo*. Not that we're moaning – the car models are exemplary, the sound effects are immaculate and the announcement that you'll be able to play online could be enough to save the broadband adapter on its own – it's just that we could've told you all this months ago. Frankly, it's all a little too predictable. What we want is something new and original, even if it is a tiny bit rubbish.

Wait a second. What's this, rattling around in the glove box, wrapped up in tattered piece of oily rag? Why it's a new game mode, one that attempts to blend *Gran Turismo 4* with the Kumite mode from *Virtua Fighter 4*. The idea is that you're the manager of racing team, responsible for overseeing the setting-up of the car, for buying and fitting new parts and for selecting the strategy of each of the drivers, both before the race and during it. You don't actually drive yourself, you just sit and watch the whole thing unfold, adjusting the tactics of your racer as you

see fit. It's a game mode focused exclusively on the technical aspects of *Gran Turismo 4*, so if you're the type of gamer who spends longer in the pit than you do on the track, prepare to have your grubby little fetish thoroughly indulged. It'll also be possible to play this mode online, taking on like-minded humans in a series of strictly hands-off races.

At the risk of sounding ungrateful for this crumb of innovation, we have to say that we're not convinced, mainly because we can't imagine why anyone would want to spend thirty-minutes doing the donkeywork, fiddling with spanners and getting their hands dirty, only for someone else (your selfish PS2 no less) to come in and have all the fun of actually doing the driving. So while we join the rest of you in standing and applauding Polyphony for trying something different, we mutter to one another while we do so, then wave a hand under our nose as if to indicate a bad smell. We'll be honest, we don't see it working. Even if it doesn't, it's still a step in the right direction.

However, the confirmation of the absence of visible car damage is not a step at all. Christ, we wanted it in *GT2* – when are Polyphony going to deliver, licensing issues or not?

So there it is. A fistful of your *GT4* questions answered, another batch provided. What role will rallying play? What new motors will be included? And what's the deal with the strategy mode? We're not going to pretend to have all the answers at present. And the reason we don't is because *GT4* is still being moulded and formed as we speak. Much will change between now and *Gran Turismo 4*'s eventual release. But that's why we're here. Stay with us.





GRAND PULLY Just loving those 3D trees. It truly is RalliArt.



TAKEDOWN SMOOD Even the Grand Canyon's council workers are slackers.



GRAN MASTER

YAMAUCHI-SAN, GT'S VERY OWN MR. MIYAGI, OFFERS US SOME OF HIS VERY BEST IN BONZAI.

PSW > You mentioned that GT4 has evolved visually thanks to the growing talents of the team. What advances have been made with regard to gameplay?
Kazunori Yamauchi > We've tried to make GT4 like a theme park for cars. GT4 will not just be about racing and time attacks. The team have made it a bigger experience.

PSW > Can you tell us a bit about the extras in the game, such as the museum?

KY > There are cars in real life that aren't possible to buy. The museum allows you to view these cars. Maybe you'll be able to take them for a test drive, but we're not sure just yet. Often car museums change their line up, putting different cars on display. Hopefully we can provide that kind of an aspect as well.

PSW > We've seen new tracks such as downtown New York and the Grand Canyon – what balance will there be between real and fantasy tracks?

KY > We're not sure at this point, but ideally it would be a 50/50 split between real-life tracks and fantasy tracks.

PSW > Can you tell us a bit more about the online aspect of GT4? How many people can play etc?

KY > The maximum headcount for a race will be six players. We are in the middle of discovering what we can do online and how. Technically we could do a lot like trading car parts, but we're experimenting. My interest in online racing isn't that high and it never really has been. I'd like to use the online facility to create an environment where drivers can communicate their thoughts, opinions and knowledge. I'm sure you know that car lovers like to share their knowledge of cars because they always think they know more than the other guy. That's the kind of communication I would like to see online.

PSW > Have the licensed tests changed at all with the arrival of new street racing and modified vehicles?

KY > The basic structure hasn't changed. We're rethinking the judgement scale and hopefully there will be a wider range of licence tests.

PSW > Do you plan to change the structure of the traditional championships?

KY > We're hoping to expand the range of championships and simply make racing more fun.

PSW > What's your favourite new car in GT4?

KY > The Alpine A110. I personally love this car.

PSW > There's been speculation that GT4 might feature damage to cars and bodywork deformation when a crash occurs. Is this true?

KY > In terms of damage, the rumours are false. We might show a car running off the edge of a cliff on the Grand Canyon section, but we won't show it hitting the bottom. We're also planning to introduce a penalty system for players who enter corners without braking and hitting other cars. It's really against the rules of motorsports. One idea is to introduce a temporary slower speed limit for that car.

PSW > The convertibles that feature in GT4 need drivers. Will there be a selection of drivers or will you be able to create a version of yourself?

KY > At this point, we hope to include a selection of drivers to choose from, but you'll be able to choose different gloves and shoes.



WARHAMMER 40K: FIRE WARRIOR

HUMANS DIE! ALIENS RULE! BUT IN A NICE PEACEFUL WAY! FOR THE GREATER GOOD! OH, JUST FRAG EVERYONE AND THEN WE CAN GO HOME...

INTERGALACTIC PSEUDO-CATHOLIC SPACE

Nazis of the future. That's who you're fighting in *Fire Warrior*. We thought we'd better get it out of the way first. Faith-bound adherents to an insane emperor spanning a million planets. Evil, corrupt minions of a dying hivelike society. Also known as – humans. That's right, it's the entire human race who are up against it in this new far-future shooter, and as an alien soldier you'll be the one putting bullets through man-noggins.

But it's all for the greater good, because you play a member of the Tau. The Tau are nice. The Tau rely on co-operation instead of mindless imperial subservience. The Tau believe in progress through technology. The Tau are essentially the Japanese, because they build giant mech-style robots and carry Sony-style gadget laser guns. That's got to be good.

A DAY IN THE LIFE

Why's it good? Because *Fire Warrior* is an exercise in all-out enemy blasting in the mould of shooters like *Medal of Honor: Frontline* and *TimeSplitters*. The action spans 24 hours [of your primitive Earth-time, presumably] in the life of a rookie in the elite Tau caste of Fire Warriors. On your first day at work, you're called to aid your fellow aliens in a drastic trench-war firefight. It gets more frantic as you progress into an imperial underground prison to rescue Ko'Vash, a Tau elder who's being interrogated by Imperial inquisitors. From then on, you take the fight to the Imperium by boarding one of the Space Marines' (we'll explain later...) battleships. So, a mad blaster in a space opera setting, then? Well, we'll take the option with extra guns and unstoppable Imperial forces, please.

> GENRE	SHOOTER
> DEVELOPER	KUJU ENTERTAINMENT
> PUBLISHER	THQ
> ETA	SEPTEMBER

Your first encounters will involve fighting past the Imperial Guard, the grunts of the Empire. Then you'll encounter the Stormtroopers, an elite Imperial force. They're a far cry from the white-clad warriors with eerie glowing red eyes, who'll hunt you down and slaughter you as soon as give you the time of day. It's a grim old world 40,000 years on from our own time, and just about everyone you meet is out to get you. Even the Borg-like Servitors that maintain the engines of the giant enemy starships are equipped with ancient but lethal weapons to take you down. That's war for you.



TECH THE MICKEY Your Tau armour's light and strong.



AIM HIGH Weapons get huger as the action gets harder.



STARSHIP TROOPERS Other Tau troops will help you fight.



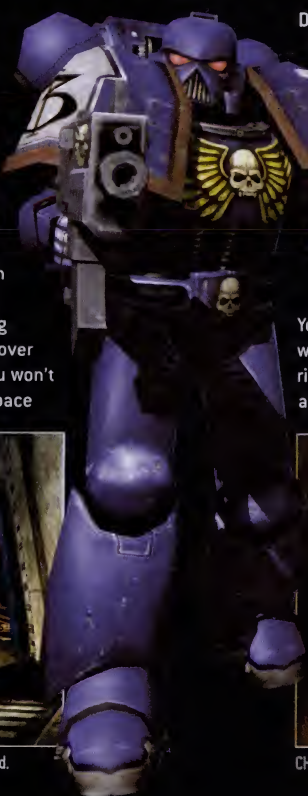
INDUSTRIAL GOTHIC Levels are filled with mad works.

ONE OF THE WHO FIGHTING THE SPACE WHAT?

If you're wondering where the hell the concept of the Tau, the Imperium and the Space Marines all come from, congratulations. You've obviously spent your time wisely, boozing and chatting up the fair ladies. But if talk of las-pistols, chainswords and chaos warp demons is familiar to you, then you probably spent some of your youth huddled around a *Warhammer 40,000* wargaming table, popping zits, drinking endless cans of Tab Clear and arguing over the blast radius of a +20 flamethrower. You won't need to go to our specially prepared Space



TRUE GRIME No place in space is clean. It's a dirty world.



Dwarf panel to have it all explained, then. Shame on you.

Just because the trappings of *Fire Warrior* have come from the staid world of wargaming, don't think this is going to be a quiet jaunt around the galaxy rolling many-sided dice. Take the impressive cache of usable weapons, for example; the team behind *Fire Warrior* reckon it's the biggest selection of firepower in any shooter.

Your weapons range from primitive projectile weapons (guns, as we'd call 'em) like automatic rifles and missile launchers, to more esoteric artillery in the form of the Tau's pulse rifles and



CHEAP AS SHIPS Run round the bowels of huge starcruisers.

carbines. These lighter, more versatile weapons are also less powerful, so you'll need to make the best use of them. Even the traditional sniper rifle has been given a futuristic twist, with a green-screen scope that highlights enemies in the area and allows you to pick them off with a single shot. The further you progress in the game, the higher standing you'll gain in the Tau hierarchy and the better weaponry you'll have access to. You'll only be able to carry two tasty blasters at a time, by the way, so choose wisely.

There's an element of strategy to picking out the top two weapons to carry at any one time, especially when ammo is light. Do you pack your trusty pistol and a heavy weapon with only three shots, or do you opt for the sniper rifle and a trusty machine gun? As many of the enemy's weapons can be used once you've liberated them from their owners, it's a tricky conundrum. A word to the wise: if you get your hands on a dead Space Marine's Bolter, let loose and watch the gibs fly. Because it can get a bit messy when you're fighting, with body parts ending up all over the shop and enemies set on fire, rushing around to their deaths. It's funny if you're us. It'll probably be funny to you too. We know what you're like.

You won't encounter the fabled Space Marines for quite a while when you start the game, though. The reason? They're simply too hard to



TANKS FOR NOTHING Giant vehicles aren't easy to beat.



get involved in the sort of skirmishes you're fighting in. Clad in bio-bonded assault armour, they're the Emperor's top combat forces and capable of taking on small armies of lesser soldiers on their own. You might recognise them from their distinctive helmets, brightly coloured livery and flared dancing trousers. Those Bolter weapons that they carry are effectively mini-Howitzers as well, relatively slow-loading but explosively deadly, so it's going to take a lot to bring these boys down.

STEALING BEAUTY

The developer has certainly done its research. It's played all the best first-person shooters (as you'd expect...) and learned what sort of goodness to extract. Drama from *Medal of Honor: Frontline*. Mad action from *TimeSplitters*. And depth of plot from some tuppenny ha'penny Xbox title called *Halo*, apparently. The result should be a particularly well-rounded blaster. The version we played was already balanced pretty well in terms of difficulty, with the enemy shooting intelligently and reacting in groups. You don't seem to feel like they're simply moving targets. They're part of a coherent enemy force.

Perhaps the most immediately impressive aspect of *Fire Warrior* is the scale and detail of the environments you're in. Rather than just



MY SPACE DWARF ROLLED A D10! IS THAT GOOD?

THE BLUFFER'S GUIDE TO ALL THIS GOTHIC SPACE NONSENSE.



ORIGINALLY A SPIN-OFF FROM A FANTASY ROLE-playing game, *Warhammer 40,000* was, to begin with, a kind of 'Lord of the Rings in space' for wargamers. Orcs, elves and all sorts of other Tolkien types were turned into alien races who battled across stellar wastes for the total dominion of planets. However, this all got a bit sad, a bit quick. So the WH40K universe (see, we know all the jargon) expanded to include Genestealers (just like the xenomorphs in the *Alien* films), the undead Necron race, and all sorts of other enhancements to liven up the world. The tech-friendly Tau, which feature in *Fire Warrior*, are the latest addition to the fold. While tabletop wargaming is strictly for bearded pariahs, the world behind *Warhammer 40,000* is surprisingly detailed, imaginative and grown-up, with a ton of impressively deep and dark themes running through it. See, it's not all many sided dice...

RETRO FEEL Imperium foes wield old and new weapons.

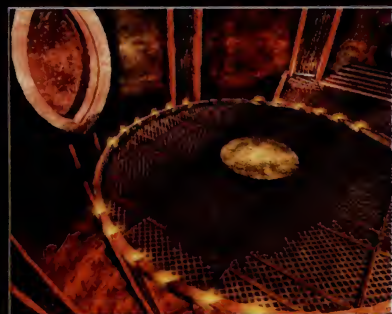


running round a set of corridors, most levels have you continually progressing from outside battles to underground caverns with nary a pause. It's most impressive when you board the Marines' ten-mile long cruiser. Because they're a fanatical lot, their ships are places of Emperor-worship, monastic life and training. In other words, they're gigantic cathedrals of terror, full of insane gothic architecture and giant vaults, cornices and flying buttresses. After the Marines invade your spick-and-span *Star Trek*-style ship and slaughter the crew, you'll have the chance to take the battle to their vessels and destroy their fleet.

This is where you'll be able to see some truly impressive architecture, especially when you're laying down covering fire on the exterior of the massive ship. On one side, the vastness of space, with your own battlecruiser gliding alongside. On the other, the cliff-high walls of the Space Marine ship tower above you, dwarfing the crossfire from your team. Don't look up for too long though, or you'll get a fat missile straight in the neck.

TELL IT TO THE MARINES

Add in four-player split-screen and you've got a recipe for an all-round decent shooter. There'll be six dedicated multiplayer maps and crucially,



NICE DECOR Imperial ships are sparse. Call Jamie Durie!



“ON ONE SIDE, THE VASTNESS OF SPACE. ON THE OTHER, THE CLIFF-HIGH WALLS OF THE SPACE MARINE SHIP”

the ability to play as a fully-fledged Space Marines against your fellow players if you so wish. Deathmatch, team deathmatch and capture the flag are all available for assorted player-to-player carnage.

But in the story mode, the pushy Imperium ends up being the least of your worries. Because just when you're cleaning humanity's gore off your hands, a whole new threat shows up. Details are thin on the ground, but it looks like you'll end up teaming up with the Empire to fight a greater enemy. Possibly the worst enemy is the gibbering hordes of Chaos itself, the flesh-warping, mind-bending terror that turns innocent warriors into howling, mutated

THESPIAN WARRIORS

THIS FINE CAST OF HARDENED SCHLOCK VETERANS PROVIDE THE VOICE ACTING FOR FIRE WARRIOR.



> BRIAN BLESSED

PLAYING: A bloodthirsty Imperial Admiral.
SECRET SCI-FI PAST: *Flash Gordon*, *Star Wars*, *Doctor Who*... you name it.
MOST LIKELY TO SAY: "THIS IS PREPOSTEROUS!"



> TOM BAKER

PLAYING: The plum-voiced narrator.
SECRET SCI-FI PAST: *Doctor Who*. And everything he's ever done. Ever.
MOST LIKELY TO SAY: "In a time before magic, in a world before time..."



> SEAN PERTWEE

PLAYING: Severus, an Imperial Governor.
SECRET SCI-FI PAST: *Event Horizon*. And he's the son of a *Doctor Who*.
MOST LIKELY TO SAY: "I ain't never seen your stinking spaceship."



> BURT KWOUK

PLAYING: Lusha, your squad leader.
SECRET SCI-FI PAST: Playing an android ninja on *Doctor Who*.
MOST LIKELY TO SAY: "Place your Banzai bets... now!"



> PETER SERAFINOWITZ

PLAYING: A Captain of the highly-trained Ultramarines.
SECRET SCI-FI PAST: The voice of Darth Maul in *Star Wars: Episode One*.
MOST LIKELY TO SAY: "Clever boys..."



> DAVID YIP

PLAYING: Ko'Vash the Ethereal, Tau spiritual leader.
SECRET SCI-FI PAST: Doctor ***king Who again. And *Temple of Doom*.
MOST LIKELY TO SAY: "I go first, Indy!"

monsters that live to kill. They'll create new enemies from captured foes by the power of the Warp. Think black magic crossed with radioactive waste and you'll have some idea. The forces of Chaos have twisted whole Chapters of Marines into dark, hideously debased versions of their former selves. Could it be these you'll be warring against? You should bear in mind there's a host of other vomit-inducing foes in the *Warhammer 40,000* world, and it could be any one of them that make it in. But we'd be surprised if it's the Space Dwarves, that's all. We'll keep you informed, but until then keep watching the skies for them pesky humans...
/JOFF BROWN

FIRST OPINIONS

PSW

Lots could change before its September release, including the addition of any number of crazed alien races, and we'll keep you updated when we hear more. Slick graphics and one of the great unexplored fantasy worlds means this could join the ranks of PS2's quality shooters. We're looking forward to this one. Large, tasty environments and the stench of future warfare? That's just what the, ahem, Space Marine Apothecary Unit ordered.



“CUSTOMISATION
IS THE WAY OF
THE FUTURE”

AFL LIVE 2004

AND THE SYDNEY-BASED PSW OFFICE HARDLY BATS AN EYELID. THAT IS, UNLESS THE SWANS ARE WINNING. OOP IT SEEMS THEY ARE. GO AFL!

WHEN AN UPDATED VERSION OF ANY game comes out one always expects the “bigger and better” speech, and recently when PSW checked out the *AFL Live 2004* press launch we indeed got that very speech. But, where other games may falter when it comes to delivery, with *AFL Live 2004* it looks as if Acclaim might just nail it. By bringing together expanded game modes and refined controls, including new moves, and by also improving motion capture animations and the detail of players and stadiums, *AFL Live 2004* looks set to please fans and gamers alike ahead of its release later this year.

KEY FEATURES

AFL Live 2003 was a basic package that did allow you to recreate the sport - but that's about it. For 2004, a swag of new features are being included to not just enhance the game-play but to draw out the appeal of the title as well. One important feature is the inclusion of a profile that will save your stats as you

> GENRE	SPORTS
> DEVELOPER	IR GURUS
> PUBLISHER	ACCLAIM
> ETA	SEPTEMBER

NOT LIMBO Umpires are lonely for a good reason.

GAMETIME Stuck-in-the-mud goes professional.

NOT FOOTBALL And I thought the pooftas were soccer players.

RICH 6
COLL 0
01 04:41

THE DICKHEAD Get a pair of glasses you maggot-bearer!

HOPSCOTCH Eyes on the ball umpire thanks!

er camera so you can see downfield and better identify your options.

The AI has also seen improvements in other areas with teams reflecting the way they play in reality, whether it be based upon long kicks, or running the ball downfield with short handpasses. To match this you have new moves you can take advantage of such as a one-two handpass to open up extra space. Games will also be subject to weather effects that will effect how you need to play the game.

SAY WHAT?

By their own admission last year's commentary was "pretty sterile" thus IR Gurus have got some new talent this year with Gerard Healy, Dennis Cometti and Christine Malthouse and designed it to be more specific to the gameplay. This year more commentary lines are available because IR Gurus have been able to compress other components of the game opening up room for injury reports and updates as well as banter.

The commentary is just one angle of the package that IR Gurus have set out to improve. On top of this, sound effects have benefited from the increased space made available, with greater quality and sounds from the crowd included to help bring a more 'live' aspect to the game. To compliment the commentary there are TV-style head-up displays that will show different stats as well as the score so you can get a look at inside 50s, kicks, marks and all the stat-related goodness that AFL viewers demand.

FINAL SIREN

AFL Live 2004 has focused on bringing more into the game with new moves, improved AI as well as new modes in training and mini-games. At the same time IR Gurus have also tried to keep a focus on the look of the game, promising a smoother frame rate for the console versions and including new motion capture to allow for a range of new speckies and kick animations. With increased depth allowing gamers to examine and change player match-ups and alter their style of play 2004 definitely claims its a bigger and better package. Can it deliver?

/ ANDREW BULMER

progress. You can play through ten consecutive seasons and your profile will keep tabs on your win-loss record, winning and losing margins, streaks and several more stats.

Outside the main game you can play through a number of historical games that are remembered for their tight finishes or dramatic comebacks. You can also set your own scenario such as 5 minutes to go and fifteen points behind. Heck, you could even set a twenty point lead with 5 minutes to go and just sit there, do nothing, and see if you lose. Customisation is the way of the future.

Beyond that there are some mini-games and also a training mode where you can test and hone your skills. The mini-game modes cover the major skills such as marking, handballing and also two types of kicking with shots on goal and also an accuracy test that requires pinpoint execution of distance and direction. The training mode will test the multitude of skills that are needed to be a champion foot-

baller and at the same time familiarize you with the new way the game is designed, with an emphasis on short stab passes, one-two handballs and blindingly long torps.

IT'S IN THE GAME

So IR Gurus have thrown in all these extras, but perhaps their biggest achievement is that they have simply revamped the way the game is played. Freely admitting that 2003 could become somewhat of a contest of chance they have introduced new abilities to open up the game for skillful players.

The most promising inclusion involves the AI which will see players lead into open space opening an option for a short pass, or a player will drop behind the pack to open you up for a long kick. Thus having the vision to exploit this becomes a key component to success. To aid in this a new camera approach has been taken. Instead of an isometric style view that was featured in 2003, 2004 has a behind the play-

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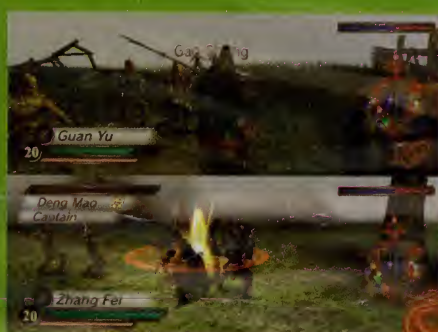
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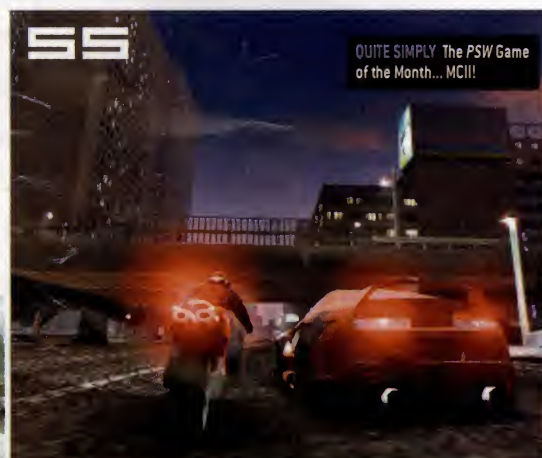
REVIEWS

ATTENTION! THIS SECTION CONTAINS EVERYTHING YOU NEED TO DECIDE WHAT TO BUY, AND WHAT TO LEAVE ALONE.

THIS MONTH!

YOU'D THINK IN AN ISSUE WITH TWO HUGE MOVIE licenses, it would be difficult to avoid talking about anything but. However, this month it is the quirky that have grabbed our attention. *Music 3000* is tops in this age of the DJ. When we get our hands on the sampler here in Australia, this product will be one all

semi-aspiring musos should rush out and buy. And what about *Wakeboarding* then!? An extreme sports game that is more than just an extension of a formula. But the kudos must go to *Midnight Club II* - a game whose predecessor was awarded a 2! Remind me not to get David to do any more racing reviews.

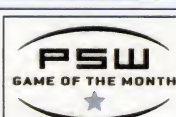


THE SCORING SYSTEM

PSW RATINGS

THE PSW SCORING SYSTEM IS DESIGNED TO MAKE ALL YOUR GAMES PURCHASING DECISIONS SIMPLE. HERE'S HOW TO TRANSLATE THOSE NUMBERS INTO DEFINITIVE ADJECTIVES.

10/10	ESSENTIAL
9/10	BRILLIANT
8/10	GREAT
7/10	GOOD
6/10	DECENT
5/10	AVERAGE
4/10	POOR
3/10	BAD
2/10	BLOODY RUBBISH
1/10	AVOID AT ALL COSTS



PSW GAME OF THE MONTH

The Game of the Month Award is precisely what it says, the title that in PSW's opinion is the essential purchase of the month. In the event of multiple games receiving the same score, we simply pick the one we think is the must-have option if you can only afford one game a month. Go and buy it now. Run!



PSW MUST BUY

Typically awarded to games that score 8/10 or above, representing one of the best in its genre. So if you're a fan of this particular type of game, then you'll be more than happy with this purchase. Simply, if you like this type of game, you 'must buy'. Clever eh?



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- 73 CLOCK TOWER 3



ASS SHOT Whoa... the backs of that car and bike look like faces.



GAY PARIS Sightseeing in a wicked Porsche clone.



FURIOUSLY FAST I want banked turns in Redfern!



FLAVOUR OF THE YEAR First Vice City and now this!



PAINTED COBBLESTONES In desperate need of bump mapping.



MIDNIGHT CLUB II

PLAY THIS AND THE DAILY COMMUTE WILL BECOME EVEN MORE PAINFUL.
STAY UP LATE AND HIT THE STREETS, *MCII* PROMISES ALL-ACTION ARCADE RACING.

> TYPE	STREET RACING
> PLAYERS	1-2
> OUT	NOW!
> PUBLISHER	TAKE 2
> PRICE	\$89.95
> DEVELOPER	ROCKSTAR SAN DIEGO

THE ORIGINAL MIDNIGHT CLUB RECEIVED A score of 2 in PSW's adolescence. For those of you not yet familiar with either numeracy or the PSW scoring system – a score of two represents “bloody rubbish” according to our handy reviews intro page to your left. And yet now, as even simply talk of *Midnight Club II* fills this gamer's mind with sparks, and hurtling cars, and nitrous oxide, I can't help but be surprised by the game's splendid standard. Make no mistake, this is an arcade racer to rival *Burnout 2*, and while it

definitely won't be everyone's mug of full cream milk, white with none tea [many species of sloth for example], *Midnight Club II* offers an experience that can only be described as 'El Burro's *Burnout 2* with extra topping': take the street racing part of *MCII*'s Rockstar publishing stable-mate *GTA3*, with *Burnout 2*'s speed and havoc, along with an ingenious array of powerups and vehicles (including motorcycles!) then chuck it all in the three [very loosely modelled] cities of LA, Paris and Tokyo, and you've got some idea of *MCII*'s memorable action.

REALITY VS. FICTION

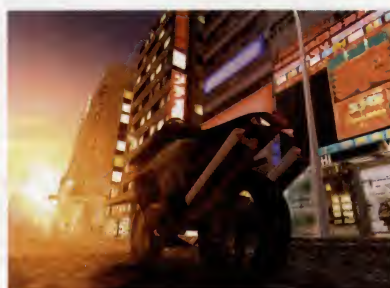
The game achieves what it does without even offering a believable physics and control system. While it succeeds in that it is necessarily twitchy, enabling ducking through tight Paris alleyways, the only mild punishment for slamming a wall as you fly around a 90-degree bend is often insufficient to deter such reckless driving. The handling of the cars rarely resembles even the most imaginative take on racing, making initial test drives true learning experiences. However, the system still manages to provide consistency, and therefore reliability, while retaining a degree of complexity, and, crucially, speed (phew!). Most importantly perhaps it caters for diversity of handling styles for each individual vehicle –

making a new car acquisition more exciting than simply the novelty of a sparkly new car shape. While purists will cringe, the lack of a realistic driving model fails to detract from the game. See, *MCII* is not about racing principles, or about 'racing' at all – if anything, this is a vehicle-based competitive orienteering sim. And a fast one at that. However, the advanced implications of this is perhaps the game's greatest weakness. To its credit though, it is one that doesn't overly hinder the experience.

The game is made up of mostly straight-forward checkpoint races, some of the 'choose your own path through the checkpoints' variety and a couple of others (such as 'Lose the Cops'). While it is not such an issue early on (as the



HULKMOBILE Smash the puny bike rider!



ROMANCE Action and romance?! This game has everything!



ALL ACTION Another amazing screenshot capturing the game's speed and excitement.



MATCHING LEATHERS Bike riders are a funny bunch aren't they.

competing racers are not as quick), as the difficulty increases, what were once eye-opening adventures through random LA freeways and slums filled with bewildering turns and surprises around every corner become frustrating showdowns against circumstance and competitor seemingly conspiring cruelly together. Initially, particularly during the first half of the game, one can afford to be creative with routes, discovering shortcuts and quaint, otherwise unseen segments of the cities, yet with the increase in difficulty, the player is generally required to choose the most travelled path – involving hammering out the same race a



LOVERS' LANE Midnight Club Lovin ends for another night.

dozen times before you grasp the 'desirable' route's ins and outs to the necessary degree, equipping you for the ultimate battle with random traffic hazards and cruelly confident AI drivers. It is in this environment that feathery cars and oversensitive suspension, admittedly handling irritations only revealed by testing under these extreme conditions, can make the experience frustrating.

But, come on now, you'd otherwise be complaining if the game was too easy. In fact, it's just that the initial period of wonder is so great, that the game's inability, expectedly I reluctantly suppose, to retain this eye-opening experience prevents this from being an epic.

Still, the continual rewards of new cars, cities, characters and capabilities, certainly keep racing almost overwhelmingly compelling. Heck, we haven't even considered those factors the more superficial individuals out there emphasise so heavily...

AND FOR THE SUPERFICIAL FEW

Visually, the game is rich in variety, exploiting the range of race start times from sunset to sunrise. While the multiple urban night-time light sources cast no shadows, car reflections appear dynamic, but still, their lack of detail lessens their worth. Having said that, the diversity of architecture and city textures, the modelling of the fictitious cars (including, for example, brake pads visible within the wheels) and above all, the debris, sparks and smoke that erupt as vehicles tear around the streets make *MCII* plenty pretty. In particular, haring through a Tokyo back alley as trash cans, pedestrians and boxes smash this way and that is not only intricate in its aesthetic, but adds another half-quart of adrenalin.

The sound is similarly intense, with a variety of race-specific tracks with which you can build a playlist having 'unlocked' them. On top of the music, jibes from your opponents across the

SIMULATION? PFAH!

Midnight Club II taunts the typical racing game with intelligently integrated powerups. At different stages in the game, apart from acquiring new cars, your city-specific benefactors will 'teach' you new car-specific skills. Splendid additions, these turn what might otherwise be only a fair car game into not only an all-action high speed bombardment of the senses, but also one that challenges the grey matter with demand for strategic considerations.

NITROUS OXIDE

The typical boost. Hit the button and you'll shoot forward, while the field of view widens like the burnout in *Burnout*, to highlight the absurd velocity – always a nice touch. Depending on the vehicle, you start the race with a predetermined number of these babies. But, overall, nothing we haven't seen before.

WEIGHT TRANSFER

The courses in *MCII* will often involve taking to the skies. To ensure a safe landing from the standard 300+-yard jumps, you'll need to balance your car in mid-air,

bearing in mind the spot on which you're intending to land. As Evil Knievel knows, this is, in real life, impossible – but *MCII* is one game where game design triumphs over authenticity. Still, appreciated, but hardly a groundbreaking addition.

SLIP-STREAM TURBO

In usage, identical to the Nitros, but this turbo's meter charges relative to your proximity to the rear of an opponent's vehicle. If you're right on his arse, it'll fill in a couple of seconds, but lose him and the meter will wither. While in theory this gives you a much-appreciated extra phwoosh, resisting the urge

to power down can often prove more productive, as the constant adjustments required by dodging traffic and other obstacles means the loss of vision precision and control that these turbos cause will prove to be difficult to overcome. Still, nothing like punching it as you hit a jump – you'll (as good as) fly.

TWO-WHEELING

Tough to master, this technique pops the car up on two wheels, allowing you to fit through tight alleys. This one's a bit of a fizzer really – you'll rarely, if ever, need it, especially considering the loss of control with which its use brings.



BURNOUT

Don't get fooled by the name, this is a burnout of stationary rubber-burning variety. Hold handbrake and floor it, and the smoke will pour out from the back wheels. Release the handbrake and you'll get up to speed much quicker than usual. This crucial addition to the game minimises the misfortune endured by crashing (by getting you back up to speed in a flash), and keeps one's bum very much on the edge of one's seat. I tells ya, design over reality: God's Earth is sooo last-gen.

"MCII OFFERS AN EXPERIENCE THAT CAN ONLY BE DESCRIBED AS 'EL BURRO'S BURNOUT 2 WITH EXTRA TOPPING'."



TOKYO HIGHWAY There's a shortcut hidden somewhere in this image. Can you find it?



CURFEW BURDEN Racing home to avoid a spanking.



OUI OUI MON FRERE Paris offers a nice variety of hills, laneways, parks and water.



SHINY BEASTS Crikey! A couple of reeal beauties. They're nocturnal creatures, y'see.

MOTORCYCLE MAYHEM

MAYHAPS THE VERY BEST PART OF MIDNIGHT CLUB II

OVER THE COURSE OF THE GAME, YOU'LL GET access to three progressively more advanced motorbikes. Each suffers from the limitation of the vehicle's obvious propensity for throwing the rider off at the slightest hint of contact. Still, this is, in most cases, more than made up for by unmatched agility and special features that are exclusive to the bikes. While the cycles increasingly incorporate the other powerup techniques (see 'Simulation? Pfah!' boxout), they stand out for their own unique capabilities. Extra speed can be gained by leaning forward on the bike, theoretically minimising wind-resistance. But even more speed can be obtained by pulling a wheely. Of course, there exists much less control in either form, but sometimes, you just have to cane it. Trust us, racing around town with these bikes is a manic experience, and arguably the most challenging and rewarding part of the game.



WE CALL THIS MANOEUVRE 'THE WHEELIE' And like, that, he's away! Echoes classic gaming principles: cool = good.

radio waves, as well as tips from your allies, get the sweat glands kicking in. And this is without even considering the appreciated array of sirens, dings and screams that make up the majority of the effects.

Check the boxouts, as their contents are arguably the game's strongest suits: in particular, the forgiveness for mistakes the 'burnout' powerup offers, and the consideration for some degree of strategy towards which these powerups together contribute. However, put simply, this is a great arcade racer. And, due to difficulties with expressing adequately pure, simple, action-packed fun, I'll leave you with an experience that gives the best idea of the true beauty of the game:

Flying through the Los Angeles streets, I'm feeling pretty darn cool on my sporty motorcycle. Within the top three, I've set myself up for a good finish. Tearing uphill, I approach an intersection blind. Getting some air off the peak, I spot an incoming ute all too late, and a crash appears inevitable. Instead, however, of getting my skull smashed by some aggressive bitumen, I gain enough air to hit its roof with my front wheel. The resulting impact sends me airborne 200m further down the road. The stunt overwhelmed me, and two corners later I'd had my inevitable accident and was relegated to the back of the

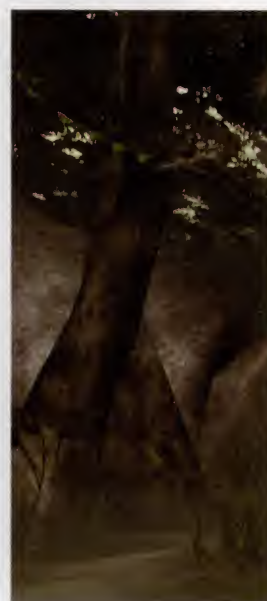
pack. Restarting the race, the game's typically quick intra-race loading got me out there in a flash. So, racing again, I approach the same intersection similarly placed, and remember back what happened last time. And, don't you know it, the exact same thing happens again (and not for any silly identical traffic reasons)! This time however I go even higher and farther. Dazed and amused, I somehow take the victory, still shaking my head at such splendid action.

It was at this moment I knew that *Midnight Club II* was destined to be this issue's game of the month. A refreshing racer - a must buy.

/ JACKSON GOTHE-SNAPE

PSW VERDICT

UPPERS		DOWNERS	
<ul style="list-style-type: none"> Huge range of cars Tasty two-player mode Appropriate handling Motorcycles! 		<ul style="list-style-type: none"> No licensed vehicles Mostly irrelevant cops Costs money Doesn't cook dinner 	
GRAPHICS	Thriving urban night-time hubs		8
SOUNDS	Range of tunes, effects, voices		8
GAMEPLAY	More action than Burnout 2		9
OVERALL SCORE Even for those not generally racing fans, this action extravaganza demands attention. Simple, compelling, exciting and rewarding.			
			9



SOCOM: US NAVY SEALS

JUST WHEN YOU THOUGHT IT WAS SAFE TO SIT ON THE TOILET, A FROG MAN WITH NIGHT-VISION GOGGLES AND A BIG GUN COMES OUT OF NOWHERE AND...

> TYPE	STEALTH FPS
> PLAYERS	1 (TO 16)
> OUT	JULY 11
> PUBLISHER	SONY
> PRICE	\$139.95
> DEVELOPER	ZIPPER INTERACTIVE INC

THE ENTERTAINMENT MEDIUM CAN BE SUCH A predictable affair. As a bi-product of the horrendous events of 9/11 and the destruction of the two towers, the money men shifted the focus of the entire industry. On the back of the inevitable upheaval in American nationalism and their need to see all bad men get shot, Sony and Zipper Interactive have released *SOCOM*, a *Metal Gear Solid* clone that hopes naïve patriotism will fill the gap left by gameplay. A shrewd commercial move, to be sure, but the Australian market requires more than a pillar of marketing waving 50 stars in the debris to part with our lonely little dollars. It is also a strategic first

move in the battle for console online supremacy. However, it is a poorly timed attempt to get a few early toes in the online door, a door with no intentions of opening anytime soon.

SOCOM's major gimmick is its inclusion of a head-piece and your ability to vocally command your team of hard-noses around each mission. Behind that, however, is a generic first-person shooter that borrows heavily from the stealth shooter's forerunners (see *Metal Gear Solid*, *Counterstrike* etc.) and fails to distinguish its own identity. This is a direct result of some lazy, basic plot development, some dodgy AI and poor controls. Unfortunately, *SOCOM* fails to provide

the suspense and tension it is aiming for and before you can say 'Holy Clone Batman', frustration is looming up over the horizon. It is not a failure, some of the level design is inventive, the online capabilities are outstanding and the headpiece is a genre precursor (see boxout), it is simply that the core gameplay approach has been done before and done better.

TAKE THAT YOU COMMIE NORTH IRAQI TERRORIST CASTRO

A little confused? Didn't this get released last year? You're sure this was hyped at E3 2002 aren't you? Well don't seek an MRI scan just yet,



TAKE THAT SSX3! I'm sick of your 'uberfunky' attire, you f***.



ADVANCED OBJECTIVES Thanks for the help, HQ.



PARTY TIME This Sims scene is what online promises.



WE HAVE OUR MAN The search for bin Laden is finally over.



ALIENS, INBOUND! Relive those classic Predator moments.



“[THE HEADSET] DOES MAKE YOU FEEL COOL AS HELL AND THAT’S WHAT IS REALLY IMPORTANT, ISN’T IT?”

as Sony decided that *SOCOM* wouldn't sell on pride here alone and that at least some inkling of an online future would be required. Thus, a game that the US saw last year arrives belatedly down under. In fact, the original was warmly received by our US buddies, with their only major concern being your ability to leave fallen seals behind: a sequel is already in the works.



‘HOW DARE YOU COMPARE ME TO THIS...THING’

Although *SOCOM* grabs ideas from *Splinter Cell*, *Ghost Recon* and *Medal of Honour*, its gameplay closely mimics that of the *Metal Gear Solid* franchise. Bodies can be moved and searched for weapons and by following the prompts of the action button you can interact with most of the mission props and even knock people out with the butt of your rifle. A shame about the controls then, which aren't too bad unless you want to jump (one of the worst ever seen), or go from crouching to standing up quickly (it's not like the guy has a beer gut).





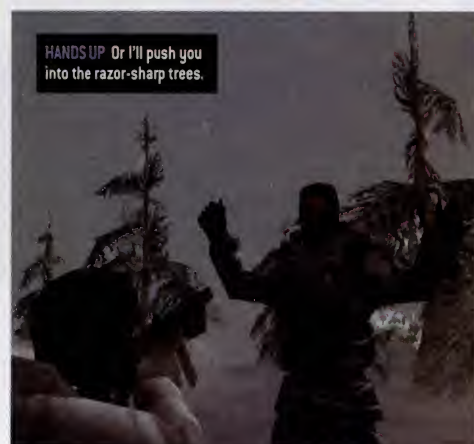
Socom puts you in the commander's shoes of an elite US SEAL platoon. You're a true badass, with more hair on your chest than a small mammoth and biceps so big you can shift the planets into alignment with a limp flex. The setting is the (politically correct) near future, where an assortment of bad boys known as the Iron Brotherhood are continuing their battle to undermine the social fabric of 'the axis of good'. Enter a number of very attractive and varied locations, objective-based missions and a Rambo-styled arsenal of weaponry.

The missions require stealthy, tactical incursion into enemy territory while you slowly whittle away the evil henchman. Consisting of four men broken into an Alpha and Beta teams, your objectives will include rescuing hostages, destroying weapon caches, finding informants, deactivating bombs and the all-important, locating intel. Although the objectives fulfil our secret service wet dreams and give reason for any number of B-grade Dolph Lundgren shenanigans, little effort has gone into engaging

the gamer. Mission briefs are delivered with all the personality and determination of a stoned goldfish and can be as flippant as 'stop black market firearms from entering the country'.

NOT THE NOSE-BALANCING SEALS THEN?

Unless you're a *Die Hard* for 80's *Commando* action that seeks *First Blood* from *Hard To Kill* terrorist *Predators* using *Lethal Weapons*, you may want your plot, action and suspense to be working in cohesion. *Socom* often begins to trip itself up on its linear objectives, requiring you to head back and find one rogue henchman to officially 'clear the area'. In today's gaming universe, we expect the AI to show a little more intuitiveness. The gameplay sits on the danger side of a sharp sword. If you are the type of gamer who likes to create their own action, by meticulously sweeping through a level, checking every door and then happily backing up to do it again when a stray bullet plugs your informant, then you will find a considerable amount of pleasure in *Socom*. If, however, you would like the



option to have the action come to you, then you will quickly get frustrated, as seemingly unimportant, uncontrollable and random events lead you to begin a mission again.

The level design is quite cool with the various settings (snow, oil-rig, boat, jungle etc.) doing their part in developing the 'keep to the shadows' atmosphere. It is possible to utilize slow walk, environmental objects and leaning around corners to approach the enemy position under stealth, which for the first few times is a blast to play. For the most part the missions are compellingly challenging but screaming out for an auto-save. However, then we meet your team, Tweedle Dee, Tweedle Dum and Tweedle the Lobotomised. Watch in awe and horror as these buffoons shoot against orders and then even more incomprehensibly, use their non-silenced weapons. Unfortunately, the gameplay supports the horrid possibility that one of your lead-addicted, steroid-overdosed Charlie Sheen clones may get himself killed, thus ending your mission. This requires you to begin from scratch, knowing full well that you did nothing wrong. Grrrrr.

This leads us to the command menu and the much hyped head-piece. The commands are varied and, once you have the lingo down-pat (e.g 'Bravo Stealth to Foxtrot'), intuitive. In the

HEADSET: GIMMICK OR GAMEPLAY?



TELESALES AHOY Editor's mo' & teeth whitening toothpaste sold separately.

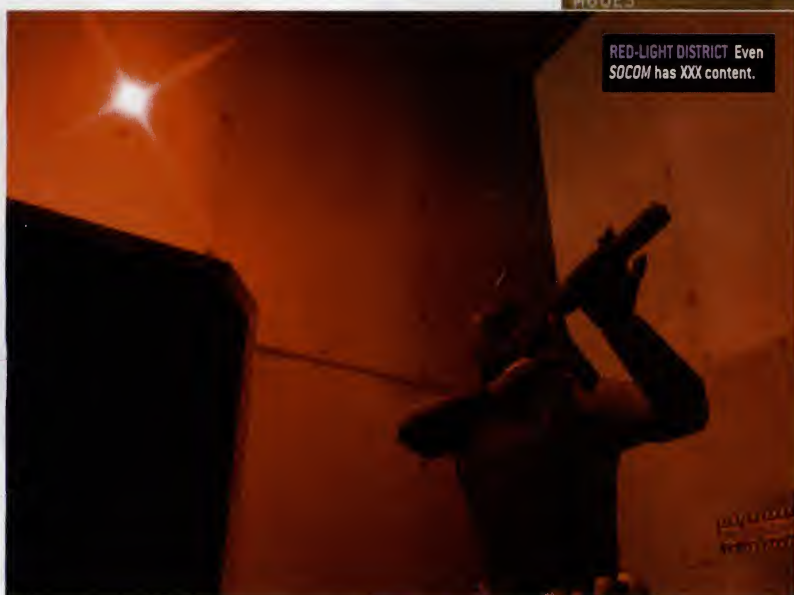


GHOST INCLUSION Sony's anti-discrimination policy includes the dead.

Sitting comfortably over one ear and dangerously hovering what looks to be large liquorice fruit pastel in front of your chompers, the head-piece is the fashion accessory of the future. Well, for gamers anyway. Having the voices of your fellow combatants pounding directly into your eardrum (get with the lingo people) is like genre-paradise and cracks the atmosphere, all the way up to 11. Unfortunately, its use in the single player version is only a slight topple over cosmetic, with the vocal commands often confusing the AI and taking as long as the standard command menu. However, it is easy to see that the multiplayer potential of this baby equals anything the industry has provided. The future is here.



PERMISSION TO ENGAGE WALL, SIR! Voice-comm is brilliant.



earlier missions it is possible, in fact easier, to take on the forces of evil on your own, but later on you will be relying on the Tweedles to do their part and this proves to be equally as enjoyable and challenging as it is frustrating. As for the head-piece, no it's not a gimmick. Having the voices of your com-unit and the family Tweedle pitched straight into your inner ear not only brings the action to life, but does wonders for the atmosphere, giving console gamers their first opportunity to seriously lose themselves in the mission. Unfortunately, the vocal commands still rely on you going through the command menu and thus, are no quicker than issuing them manually. Plus, you run the very real possibility of having your voice misheard, fatally mixing up the orders of 'Bravo Follow Me' and 'Bravo Fire At

Will'. However, it does make you feel cool as hell and that's what is really important, isn't it?

'LOOKS LIKE A BUNCH OF HIPPIES SIR'

'Guns are good, mmmkay', or so countless numbers of first-person shooters would lead you to believe and gameplay aside, weapon choice is the most critical component of the genre. *SOCOM* makes it to the finish line, but misses a podium position with a compact but accurate selection of rapid-lead-propellers that do the job, but little more. Luckily, the job doesn't require too much as two bullets to any part of an enemies body, be it leg, torso or, he-he, testicles, will kill him. Unfortunately, this type of precision accuracy (expect shrinkage in the snow levels) is made difficult by poor scope implementation. In the end it is better to fire from a distance. Unfortunately, this failure to go the extra yard is the trademark of many of the games features and ultimately why it fails to compare to genre-setters such as *MGS2*.

This is also evident in the graphics which range from excellent (footprints in the snow, hand signals) to mediocre (explosions, death animations). The biggest let-down is night-vision, which is just horrible and can make the opening level a real pain to complete. The sound also suffers from the same wayward quality. Some of the weapons and vocals sound great, but then we get the odd puke-inducing roar of your team-mates (Worst Screaming Ever ©) and some really poor danger music.

SOCOM is a missed opportunity. The missions have potential, but ultimately you marvel at how quickly an enjoyable experience can frizzle into now-I-need-a-comb-over frustration. Add to this a lack of a multiplayer component (until, of course, online hits late this year) and there is little for your regular Joe Seal to sink his teeth into. Wait for the PS2 to go online, read our multiplayer anecdotes and then make a decision.

/ CHRIS STEAD



PSW VERDICT

- | | |
|---|--|
| > UPERS
> Awesome multiplayer future
> Head-piece trendsetter
> Realistic weapons
> Challenging missions. | > DOWNERS
> Dim-witted AI
> Generic plotting
> Two-shot kills
> Frustrating gameplay |
|---|--|

GRAPHICS > Some nice little touches & fair FMVs **7**

SOUNDS > Tasty SFX, but danger music is B-grade cheese **5**

GAMEPLAY > Challenging missions, but no auto-save **8**

OVERALL SCORE

If you are considering an online connection then this is the game that will push you into certainty. For everyone else though, this package is not worth its exuberant price.

7



EAT YOUR HEART OUT TONY You can do halfpipe tricks too.

UPSIDE DOWN Pull an 'invert' and you're guaranteed big points.

WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY



TONY HAWK'S. WITH BOARDS. ON THE WATER. NOW THAT'S PROGRESS FOR YOU.

> TYPE	EXTREME SPORTS
> PLAYERS	1-2
> OUT	JULY
> PUBLISHER	ACTIVISION
> PRICE	\$99.95
> DEVELOPER	SHABA

THE AVERAGE PSW READER IS MALE AND IN his twenties. We know that thanks to the bucket-load of reader's surveys we've been getting over the last few months. That's a good thing, because it meant we could open this piece with a hilarious joke about seamen and what it's like to feel a salty spray all over your face without wondering if we'd pushed the boundaries of taste too far or not. But since the action in *Wakeboarding Unleashed* takes place mainly on fresh water rivers and lakes, our vaguely pornographic

reference doesn't really fit in here (oh how those angry mothers must be penning their letters of complaint...) so let's forget we ever mentioned it and move swiftly on with the review.

Wakeboarding then: it is to water-skiing what snowboarding is to ordinary skiing (you know, the one with all the snow and stuff) – faster, funkier and, thanks to the smaller, more functional foot board that's used, infinitely more trick based. And if it's all about extreme moves and 'bodacious' surfer-talk by scruffy guys and girls in Quicksilver tops, chances are there's an over-the-top Activision sports game somewhere close behind. Thus we have the aforementioned *Wakeboarding Unleashed*, featuring, for the benefit of those who don't know him – and we don't need surveys to guess this is the majority – the master of the sport, Mr. Shaun Murray.

Well, not that close behind actually because *Wakeboarding Unleashed* has been in development since before Tony Hawk could walk (although not before he could skateboard we assume), having already ditched the slightly less extreme sounding moniker of *Shaun Murray's Pro Wakeboarding* along the way, but it's all been worth the wait and the end result is a game that can proudly stand up there with the likes of Messrs Hawk, Hoffman, Palmer and Slater, while still managing to boast some

completely unique features of its own. And in the fast-overcrowding world of extreme sports games that's got to be a good thing. Obviously.

KISS MY WAKE

So how does this wakeboarding business work then? Well in simple terms there's a boat, a piece of rope and your chosen wakeboarder holding tightly onto the end of it. The rope that is. The boat starts, the rope goes taut and wakeboarder is dragged along at top speed. Then the wakeboarder jumps, flips and grinds along anything that happens to be standing on the water's edge, be it decking, another boat or the roof of someone's house, and much point-scoring hilarity ensues.



BALANCING ACT Keep the yellow bar in the middle to stay up.

WAKE ME UP BEFORE I GO GO!

HOW A SIMPLE WAVE CAN TURN YOU INTO A SUPERMAN.



SHAUN'S SECRETS There are loads of secret areas to find.



WATER JOY Have you ever seen water look this good?



CHASE ME! One boat, two boarders: it's got split-screen action written all over it.

If you know the *Tony Hawk's* drill inside out, chances are you'll already have a pretty good handle on things here. One button lets you jump, one lets you grind (skid along something using the base of your board for the uninitiated – it's what skate rats do to 'rails' if you can picture that), one lets you pull flips and the other does board grabs, while deft touches of the directional pad allows you to perform variations on all these themes. It's a classic set-up and one that's wisely been kept very similar to all of Activision's other O2 Extreme Sports games.

But unlike the other titles in the O2 range, *Wakeboarding Unleashed* boasts some tricky new concepts, not least of all the idea of the 'wake' itself. Essentially the mini-wave that's created by the speedboat as it ploughs through the water in front, it's this crest of water you'll need to launch yourself off into the sky, as only by doing this can you grab the 'big air' so vital for churning out spectacular stunts and grinds. And, as you might expect, if you don't perform the stunts and grinds, you don't pick up the points.

Another key technique you'll need to master is when to let go of the rope and it's this aspect, more than any other, that pushes the technical jiggery-pokery of *Wakeboarding Unleashed* far beyond anything else we've seen in the extreme sports genre (oh yes, *Tony Hawk's* included).

In some cases the rope will be ripped out of your hands, when you go behind a wall or tree for example, but on several occasions you'll actually want to drop the rope yourself. Far from being the stupid idea it sounds this turns out to be one of the most useful tricks in the book. Why? Well one of the problems of being dragged about by a speedboat is you're pretty much stuck with following wherever it wants to go. Drop the rope though, and using whatever momentum you have, you can, for short periods of time, skid along the water's surface and travel down different routes to your boat, which opens

"ONE OF THE BEST THINGS IS THE SHEER SENSE OF JOY AND REWARD YOU GET WHENEVER YOU PULL OFF A STUNT."

up all sorts of secret area hunting possibilities. Alternatively build up some momentum, drop the rope and then launch yourself onto a watery halfpipe, leaving you free to pull off all sorts of traditional skateboarding tricks until the twin forces of board friction and wind-resistance conspire to slow you down.

Stay 'unleashed' from your boat for too long though and eventually you'll sink, so as soon as

you let go of the rope a helpful indicator appears on screen showing where and how far the boat is from you. If it's close enough, simply tap L2 and the rope will be instantly thrown back into your waiting hands, leaving you free to carry on wakeboarding as normal.

It's a fantastically simple system yet it brings a Mid-Atlantic rift-esque depth to the game. But believe us when we tell you that such novel functionality comes at a massive price and *Wakeboarding's* control system is going to take even the most hardened of Hawkster-fanatics a good deal of time to master.

SILLY WAKERS

One of the best things about *Wakeboarding Unleashed* is the sheer sense of joy and reward you get whenever you complete a spectacular combo of moves. Part of this is down to the satisfaction gained when you do master the convoluted moves system, but most of the fun comes from battling your way through the hundreds of different challenges presented by *Wakeboarding Unleashed's* career mode and it's



here you'll find the meat of the game. Throughout each of the game's 11 courses – taking in real-life locations such as Hong Kong, Venice and Florida, we might add – you are given free-ride to perform as many cool stunts as possible to complete each level's set objectives.

Most of these objectives are based around scoring points, performing combos and the like, but it's the individual challenges unlocked by completing these objectives that really start to show off *Wakeboarding Unleashed*'s ingenuity. Much in the same way we 'oohed' and 'aahed' our way through *Tony Hawk's 4* and its bizarre collection of fetch and carry missions, *Wakeboarding Unleashed* offers a whole range of entertaining tasks to trawl through. Collecting hidden stars,



OOH, FANCY Riding backwards? Now that's just showing off.

knocking fat people out of their inflatable rings, performing stunts from a camera view fixed to the back of the boat (it's called a 'video shoot') and going 'rope free' for long stretches of water are just some of the tasks on hand. But our favourite by far are the occasions when you get to take control of the boat instead in a series of against the clock time trials.

WAKE NOT SO PLACID

Linking both the objectives and challenges together are the gaps, another *Tony Hawk's* staple brought across to *Wakeboarding Unleashed*. These take the form of insane jumps and grinds around the course and, although finding them is entertaining enough in itself, there's a helpful new option whereby 'gap keys' won for particularly good play can be used to unlock short movies of any of the gaps you're missing; very useful indeed if getting 100% completion happens to be your main aim in life.

Not that ploughing your way through the myriad challenges will be easy. If *Tony Hawk's 4* took extreme sports gaming to new levels of difficulty, then *Wakeboarding Unleashed* is hardcore, XXX gameplay personified. Despite only racking up 15% completion while playing through Mr Murray's Career mode, the blue language was flying thick and fast and we were



C-C-C-COMBO! Go from trick to trick to trick for those massive combination scores.



RECOVERY POSITION Sometimes it's best not to go for that extra spinning backflip.



BOARD STUPID What sort of sane individual does this sort of thing? It's madness we tell you.

chomping our way through four-packs of bathroom soap with alarming rapidity.

But as much as they may seem so at the time, the challenges are never impossible and the feeling of satisfaction you get when you finally nail that 80,000-point combo is incredible. Unlocking a new location, for instance, brings a huge sense of joy as you gaze upon the new course's layout for the first time.

Not only is it entertaining trying to spot all the potential rail grinding combos on offer, but it's also nice just to appreciate how attractive each course is. Development team Shaba has really pulled out all the stops when it comes to producing diverse looking environments and, it goes without saying, that the water effects throughout are superb, easily beating those seen in *Kelly Slater's Pro Surfer*. Wavy reflections, churning spray and fast-moving ripples, they're all here – everything, in fact, you'd expect from a game based around an extreme sport set in the water.

The characters on the other hand are slightly disappointing. They're not bad – they're nicely



SNAP HAPPY Somebody's going to be a crocodile's lunch...



IS IT A BIRD? IS IT A PLANE? No, it's a small piece of fibreglass.

animated and well designed – it's just that they're nowhere near as big or as visually stimulating as the huge, solid figures seen in *Tony Hawk's* or *Mat Hoffman's*. They also seem even less famous (if that's possible) than some of the nobodies we've seen in other extreme sports games too. Parks Bonifay? Cobe

"PARKS BONIFAY? COBE MIKACICH? ARE THESE REAL PEOPLE OR NAMES RANDOMLY DRAWN OUT OF A SCRABBLE BAG?"

Mikacich? Are these real people or are they just names randomly drawn out of a Scrabble bag? Still, big respect goes out to Activision for giving us the chance to get to grips with 16-year old lady wakeboarding sensation Dallas Friday (hilariously nicknamed Houston Thursday. Apparently).

There are several other areas where *Wakeboarding Unleashed* doesn't quite tickle us as much as the great Hawkster's effort either.



WHAT A WAKE TO GO Hit the red and yellow arrow icons to change your route through the level.

Although the levels are big and varied, and feature plenty of secret alternative routes to discover, there's still nowhere near the freedom seen in *Tony Hawk's*. As with *Shaun Plamer's Pro Snowboarding*, you're forced into going down the same route over and over again and that's never going to match the fun of having an open-plan level design that lets you go wherever you feel like going. It also means there's no level editor either, and, while we didn't ever use the level editor in *Tony Hawk's* that much, it's still something we would have liked to have seen.

WAKE UP DADDIO

But let's not get too bogged down in complaints of what is an excellent game, and instead finish up with two highlights well worth mentioning. First up is the soundtrack. Like the other extreme sports games in Activision's stable, *Wakeboarding Unleashed* features a fully licensed soundtrack, although with a decidedly softer, less nu-metal feel to it than we've seen before, featuring such US alt-rock luminaries as Pavement, The Flaming Lips and pseudo-blues outfit the Soledad Brothers. Mmm, nice.

Then there's the superb co-operative two-player mode whereby one player takes control of the wakeboarder and the other mans the wheel of the boat. Featuring challenges for both

WATER BOAT, MAN SWAP YOUR BOARD FOR A SPEEDBOAT AND SOME GAS.

BEHIND (WELL, IN FRONT OF ACTUALLY) EVERY good wakeboarder there's an equally good boat driver and *Wakeboarding Unleashed* doesn't forget this by giving you the opportunity to take the boats out for a spin as well. In addition to letting you free drive around all the courses there are several challenges specifically for the boat and these turn out to be some of the most entertaining tasks within the game. Completing laps in set times while continually trying to collect the refuel icons dotted about is a common challenge, but one has you rescuing animals that have become stranded in a flooded town. It's obviously not as fulfilling as the wakeboarding sections but it's a great change of pace and really comes into its own in the two-player co-operative mode where one person drives and the other boards.



SHAUN'S ARK Rescue cute animals from the nasty ol' storm.



FOUR-STROKE PLEASE Don't forget to pick up the fuel.

boarder and driver (make the boat jump out the water like the ones in Bond flick *Live And Let Die!*), this is without doubt the highlight of the package and it's almost worth the asking price alone just to experience the type of "Go left! No, go right!" arguments it happily generates.

So there you have it: a great game of about as niche a type of sport as you're likely to get. True, it's still not the *Tony Hawk's* beater that's bound to hit us one day, but it's certainly up there with the best the PS2 has to offer. Fast and entertaining, and you've got to give it credit or that.

/ MARK ROBINS

PS2 VERDICT

UPPERS

- > Huge range of moves
- > Tighter than tight controls
- > Stunning water effects
- > Gorgeous environments

DOWNERS

- > A bit too hardcore for some
- > Small characters
- > Lack of freedom
- > Still not quite a Tony beater

GRAPHICS > The water's lovely so dive on in! **9**

SOUNDS > A mellow fusion of blues and rock **8**

GAMEPLAY > Stacks to do, but is some of it too hard? **8**

OVERALL SCORE

Yet another example of how to turn any old minority sport nobody's ever heard of into a really entertaining game. Sleek, polished and entertaining. Makes you a bit thirsty though.

8



NIDBEQUIET Stealth play is wise but never vital.



HEALTH 100%

DEATH AND TAXIS Shoot cars to block the road.



ENTER THE MATRIX

MILLION-DOLLAR LET-DOWN OR THE BEST MOVIE TIE-IN OF 2003?
HATE TO SAY IT, BUT SOMEHOW *ENTER THE MATRIX* IS BOTH.



> TYPE	ACTION
> PLAYERS	1
> OUT	NOW
> PUBLISHER	ATARI
> PRICE	\$109.95
> DEVELOPER	Shiny

THE DEVELOPER DESPERATELY WANTED THE story to be a surprise. So desperately, in fact, that in order to review *Enter the Matrix* we had to sign three non-disclosure agreements, two waivers, a beer mat, a birthday card and an incredibly serious document that stated in plain English that if we dared to so much as mention the fact that *The Matrix Reloaded* sees Neo dying in a lawn-mowing accident it'll strap burgers to our ankles and unleash its rabid legal hounds. And for what? By the time *PSW* review hits the *PSW* reader, thousands of you will already know the exact ins and outs of the latest instalment of *The Matrix*. Which leaves *PSW* with the unenviable task of breaking the tragic news that the only

surprise left for you here is that *Enter the Matrix* isn't quite the cartwheel through the field of ecstasy advertised in the brochure. It's a decent title, just not the game we expected or deserved. To be frank, it's something of a mish-mash, looking cool when it comes to the combat and bullet-time slow-mo bits, but never managing to properly escape the trappings of its movie tie-in origins, with lumpy driving sequences and some ill-advised platform-jumping moments.

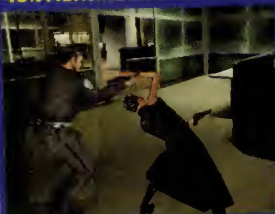
JUST LIKE A PILL

We're sure it's common knowledge by now, but for those who don't know their red pill from their blue pill, the game goes a little something like

this: the missions run near-enough parallel to *The Matrix Reloaded* and are designed to explore and expand on events seen on the big screen. Neo, Trinity and Morpheus appear in the odd cut-scene but aren't playable characters. Instead there's a choice of two new heroes: Niobe, the female captain of the Logos hovercraft, and Ghost, the ship's weapons expert. They share mission goals which play out from a different perspective, and also possess unique fighting styles, though in truth you'll be hard pushed to notice the distinction. There's also a non-playable character called Sparks, who provides safer routes out of buildings when you're in the Matrix

ENTER THE MATRIX CONSISTS OF....

40% FIGHTING BITS



The majority of your time is spent running at agents/vampires and engaging them in hand-to-hand combat. The trouble is, most of the time you're just following the arrow and hammering the buttons.

RATING> ★★★☆☆

20% DRIVING BITS



Every few levels you're handed the keys to an ageing sports car and asked to flee from a fleet of cops/agents. The car bounces too much, the analogue controls don't work very well.

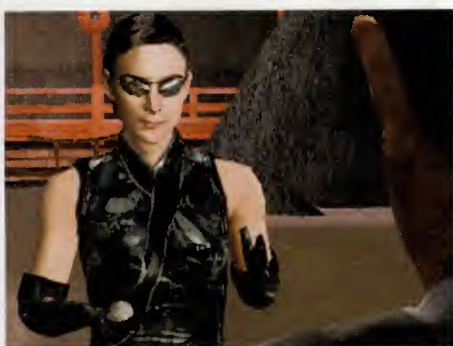
RATING> ★★☆☆☆

10% SHOOTY BITS



If you're in the passenger seat your job is to shoot at the agents as well as to blow up civilian vehicles in an effort to block the path of those pursuing you. Good but fairly repetitive.

RATING> ★★☆☆☆



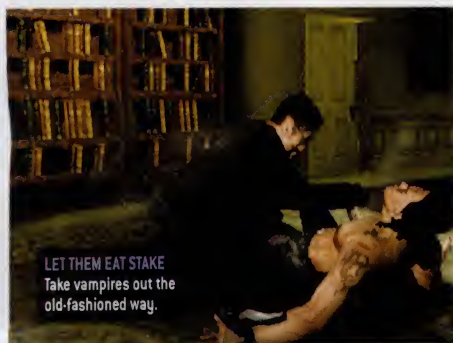
HOLY TRINITY Midway through you'll have to train with Trinity.



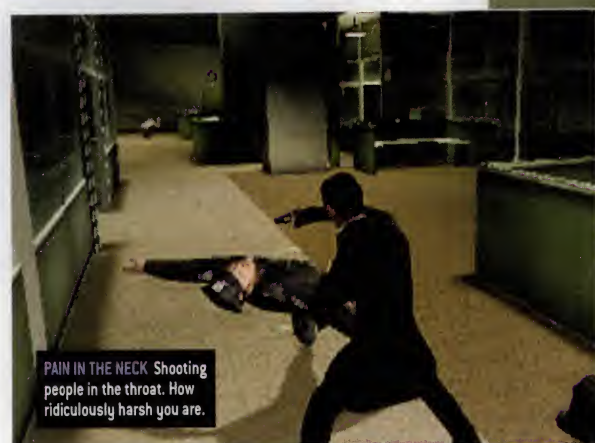
PRESS ENTER Hammer the buttons, slow it down and hope for the best.



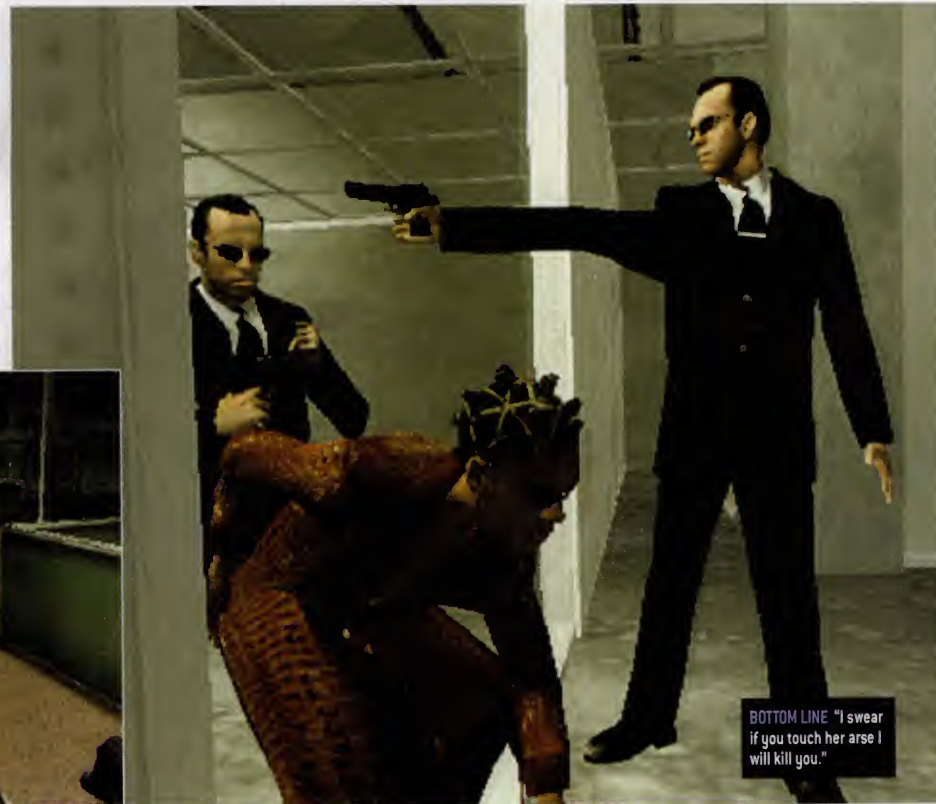
GHOST OF A CHANCE You can't kill this agent, so turn and run.



LET THEM EAT STAKE
Take vampires out the old-fashioned way.



PAIN IN THE NECK Shooting people in the throat. How ridiculously harsh you are.



BOTTOM LINE "I swear if you touch her arse I will kill you."

and offers advice in the form of pop-up text boxes. These characters might not mean anything to you now, but we're guessing that once you've seen *The Matrix Reloaded* they'll become as iconic as Neo and his chums.

GOING POSTAL

The early levels, which effectively act as training missions, have you breaking into a postal sorting office in order to recover a package, which then warns you that a huge number of evil Sentinel droids are busily drilling through the Earth on their way towards the last human settlement, the city of Zion. It's all classic Matrix stuff, featuring a shoot-out in the lobby area seen in the first film (from the metal detector to the destructible pillars, the attention to the developer has paid to detail is outstanding) and offering you plenty of dense security guards as cannon fodder for you to practice your various punch/kick/throw combos.

"FROM THE METAL DETECTOR TO THE DESTRUCTIBLE PILLARS, THE ATTENTION TO DETAIL IS OUTSTANDING."

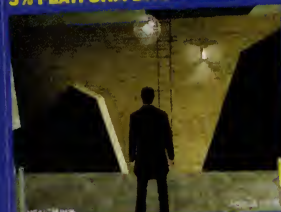
According to official sources there are around 3,000 martial arts moves, which you'd think would put a strain on the control system. To help out, your character adopts a fighting stance and locks onto an opponent automatically, with the type of move being executed dependant on your proximity to an enemy and the direction you're facing. While this means the system is easy to learn yet hard to master, making for some classic moments when facing multiple foes at once, often it's a case of mashing the kick and punch buttons and hoping for the best.

Engaging in combat increases your Focus meter, which slows the action down to bullet-

time. By virtue of its pace, fighting works a lot better here and at the very least resembles the duels on the big screen as you skip along walls, perform cartwheels while shooting, and dodge the silver trail of bullets. We've seen it all before of course, in games like *Max Payne*, but we've never seen it done this well. That's not to say it's perfect, however. For our tastes, the whole thing would've been slightly more palatable if you had the option to toggle the Focus meter on with one tap, then knock it off again with a second. As it is, you're forced to keep the button held down while in Focus mode, which is overfiddly by half.

The action is backed up with an impressive range of sound effects. Every blow sounds like a meaty connection to an opponent's body, complete with exaggerated swoosh noise as fists and feet whizz through the air, even if it the hit detection doesn't always bear this out. The voice-acting is decent (and it should be

5% PLATFORM BITS



Certain levels have you running from the entrance to the exit in the fastest time possible. Again, follow the arrow to find the quickest – and only – route through the level. Very weak.
RATING> ★

5% HACKING BITS



By accessing the Hacking interface you can activate cheats and unlock codes for the official Matrix website. You're left to fathom out how it works for yourself, which we like.
RATING> ★★★★★

20% MOVIE BITS



Without doubt the best reason to own *Enter the Matrix* is so you can watch the extra hour of film footage written and directed by the Wachowski brothers. Neo shows his face. Fleeting,ly.
RATING> ★★★★★



seeing as Jada Pinkett Smith, Anthony Wong and the rest reprise their roles from *Reloaded*), and it's good to hear the original movie score take precedence over the techno tat you usually find plaguing this type of game.

ENTER THE BIT ABOUT THE DRIVING

Unfortunately, the moment you get behind the wheel for the first of a handful of driving sections, *Enter the Matrix* takes a wrong turn. Compared with the levels on foot, the levels on wheels are ineffective. We understand the thinking behind it – "Take a break from the incessant chop-socky of the opening levels," Shiny is saying. But in a perverse kind of way we'd rather have had a more limited game experience based solely around the kung-fu than one diluted by passages of play that constantly remind us that we've got work in the morning.

Here's how they work: either you're driving the motor, attempting to get away from the cops, *Driver*-style, or you're leaning out the window while your PlayStation2 takes the wheel, firing at agents and blowing up civilian cars in an effort to create a roadblock. The handling is acceptable enough, if a little sluggish, it's just that the entire concept just isn't exciting enough, especially given *Reloaded*'s thrilling chase scenes. The lack of mid-mission saves becomes a problem here too; unlike having to replay one of the on-foot levels, where beating people up is always going to be fun, repeating a long driving section two or three times until you get a certain part right isn't fun at all. Very much like the first movie, the more times you go back to *Enter the Matrix*, the less fun it becomes. Back in the 'real world' outside of the Matrix, you also participate in a chase between your hovercraft and a horde of



the insectile Sentinels. Again there's nothing particularly wrong with this flying section, but it's hardly pushing either you or your PS2.

Graphically, *Enter the Matrix* has come on a long way since we first saw it all those months ago. The character models are now incredibly detailed while the motion-capture is arguably the most sophisticated we've seen in a game. Shiny's greatest achievement is in nailing the unique style of the films. Crucially, you couldn't mistake this for any other game, even if Niobe and Ghost aren't kitted out in black clothing or wearing sunglasses in dark areas.

ONE ON ONE

FOR THE BENEFIT OF THOSE OF YOU WHO HAVEN'T BEEN PAYING ATTENTION, THE MAJOR PLAYERS IN THE MATRIX UNIVERSE ARE....



NEO	NIobe	TRINITY	AGENT SMITH	PERSEPHONE	TWIN ONE AND TWO
Who he? Your man Neo is the hero of the piece, a superhero in everything but name, capable of laying out agents, snogging Trinity and running up walls.	Who she? Captain of the Logose, Niobe is a former lover of Morpheus and a lifelong rebel who was born and raised outside of the Matrix. You can play as her.	Who she? Neo's closest friend (and by close, we mean close like testicles), Trinity is the hardest girl in the world. In the first movie, she saves Morpheus.	Who he? Smith's a special agent - a chap who thinks nothing of wearing sunglasses indoors or cloning himself dozens of times in a bid to halt Neo.	Who she? The lady above is the wife of power ruler Merovingian. Apparently she plays a central role in the second sequel, <i>The Matrix Revolutions</i> .	Who they? A pair of rogue viruses, Twin One and Twin Two are programs deleted from the Matrix who possess the power to disappear and re-materialise at will.
And? He can fly like Superman.	And? She's married to Will Smith.	And? People think she's a lesbian. But she isn't.	And? Our Hugo Weaving. The PSW favourite.	And? She often gets 'em out. In real life, like.	And? They look quite weedy out of character.



While the graphics are consistently solid throughout, there are plenty of rough patches which really should have been addressed. The interiors come off worst, with one dingy, sparse room after another – presumably the price to pay for the concentrated detail elsewhere. More interaction with the environments would have been better too, because apart from shooting a few carefully selected peripheral objects (the pillars in the lobby are the best example) there's nothing that even closely resembles the destruction and mayhem caused by Neo and friends in the films.

The biggest causes for concern, however, has to be the behaviour of the enemy and the unpredictable camera. Guards, agents and vampires fire non-stop if you're far away from

them, but engage one in hand-to-hand combat and the rest stand idly nearby and watch until it's their turn for a beating. Being a third-person perspective game we anticipated problems with the camera, and to be fair it holds up well. Flaws materialise when the most dramatic angle is sought during fights and scenery blocks your view, but besides that, all is well.

HACK AND BACKSLASH

Bulging with extras courtesy of a hacking mini-game, plus all that exclusive footage to savour, *Enter The Matrix* could change the way future movie tie-ins are created. The mixture of different genres doesn't work as well as it should, with the driving and flying sections seemingly levered in regardless of their quality due to (yet more) contractual obligations, but the effort that's gone into capturing the essence of the movies has paid off handsomely. It's definitely a dumbed-down game, typified by both the way your health bar automatically rises if you survive being hit

for a few seconds and the overall repetitiveness of clearing room after room of enemies, but we shouldn't lose sight of the fact that the source material isn't exactly brain surgery to begin with.

Enter the Matrix is easily the best movie tie-in we've played in recent months, but it isn't a classic game. Perhaps more interesting than the game itself is the way it's been put together, with Shiny having full access to the sets, actors, script and crew. This really does show in terms of the overall style and, specifically, the motion-captured combat. Being a movie tie-in has its drawbacks though, none more apparent than the driving and flying sections which are acceptable, but feel as if they've been shoehorned in. The absence of mid-mission saves doesn't help matters when you're forced to repeat long stretches of a level. If you're a huge fan of *The Matrix* you'll have already bought it anyway, but gaming purists should steer well clear.

/ RICHARD MELVILLE



TWIN SOME, LOSE SOME On this level you're being chased by the albino twins. It's dead easy.

SICK OF THE SIGHT The now obligatory sniping section.

PSW VERDICT

UPPERS	DOWNERS
> Movie sequences are good	> We don't like the driving
> We quite like fighting bits	> Goes flat fairly quickly
> Soundtrack is well used	> Guards are stupid
> Nice spread of locations	> We want Neo! We want Neo!

GRAPHICS > Characters look good, corridors don't 7

SOUNDS > The movie score carries it along 8

GAMEPLAY > Incentives to come back for more 7

OVERALL SCORE
Having gone to the expense of producing an hour's worth of movie scenes, Shiny would've done well to have messed this up. And get it almost manages it. Almost, but not quite. Phew.

7



HE'S GREEN He's angry. He smashes.

THE HULK

GET YOUR PUNY HUMAN SMASHING FIX RIGHT HERE.

> TYPE	ACTION
> PLAYERS	1
> OUT	NOW
> PUBLISHER	VIVENDI
> PRICE	\$99.95
> DEVELOPER	RADICAL ENTERTAINMENT

DID YOU SEE THE MOVIE, THE HULK? SEE

Hulk breaks things! See Hulk hurl terrifyingly large and heavy objects easily through the air. See Hulk smash! Hulk SMAAAAAAAAAAAAAASH... The Hulk isn't a classic thespian by any stretch of the imagination [even when you consider his oft-repeated phrase "Bleeeeeeeeeeeeeeeerrrrrrrrrrrrrrrgggggggggh!"], and no one was ever going to expect any different with the inevitable video game license. So the question was always going to be not how well HULKy (and his alter-ego, Dr Bruce Banner) emotionally struggles with his rather split personality as exposed in the back story movies, but just how well the green giant goes down the path of rampaging destruction. Hulk SMASH!!

And the results are pretty spectacular. Apart from a niggling scale issue (things don't always seem in the right proportion to each other), Radical Entertainment has come up with a very solid game engine that not only looks a treat and does justice to the comic book, but imparts well the sense of the big green man 'tearing shit up'. This third person action game is all about destroying things – and waves and waves of enemies, it turns out to be – in the true spirit of the comic: as spectacularly as possible. It's built on a massively deformable environment which allows the Hulk to not only therapeutically destroy much of his surroundings, but also to pick up the many objects in the game (some of which appear only as a result of the destructive mayhem) to use as weapons against the many enemies encountered.

It's all a heck of a lot of fun. The Hulk has dozens of attack moves at his disposal, with the

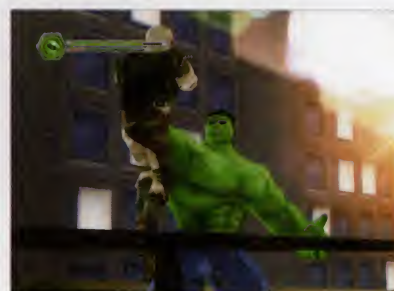
more powerful ones taking time to set up and execute properly. While the Hulk can punch it up with the best of them, it's his ability to pick up items that really makes this game so enjoyable. After picking up an enemy soldier the choice is yours: pile-drive him into the ground, hurl him at other foes for multiple damage, or simply – and very effectively – throw his body off the edge of the building. Objects prove longer lasting, if you



WHERE'S HULK? Swoit, it's Poiter! Or is it Rau undercover for ACA?



TETRIS: SKYSCRAPER Coming to PS2 in 2004.



PUNY HUMAN Feeling a little green after a big night.



SIMPLY SMASHING Jump...? Or SMASH! Aha smash smash.



BRAVE, BRAVE POLICEMAN You'd think if the giant mutant guy couldn't stop Hulk, what hope would you have?



THE PROPANE! Like we even needed the label. Videogames rule #117: Funny round silo things are always highly explosive!

LOCKED ON Lucky for the cross-hair. After all, Hulk is all about precision.

haven't used them as projectiles then they're extra handy as clubbing weapons. The Hulk's more patented attacks are present here too – from the sonic thunderclap to the ultra satisfying and controller-shattering ground smash – and these are intensified as the Hulk gets enraged (a little meter that fills up as you collect the red orbs dropped by fallen enemies). These rage attacks are suitably more powerful, devastating, and rewarding to use.

But there's something you notice early on in this 30-something levelled adventure. It's that combat really isn't at all necessary. See, enemies constantly respawn in the area that you're in, so they're only obstacles on your path as much as you let them be. It's quite possible to run through entire levels without taking down a single opponent, stopping only on the odd occasion to smash down a door in your path or smack a soldier or two for the green health orbs they sometimes leave lying about.

The only times you'll really be challenged in this game will be during the boss encounters. Attacking with set patterns, each has a vastly different set of strengths and weaknesses than the handful of enemies you encounter in the main portions of the game and will so prove to be the most rewarding to engage.

METAL GEAR HULK

But it's not all combat either. The now seemingly obligatory stealth component makes it into the Hulk every few missions or so as a break to the combat-heavy Green Hulk levels. Playing as

“PRANCING ABOUT AS THE HULK REALLY IS A GAS, AND THE STORY FEATURES SOME OLD AND NEW NASTIES FROM THE COMICS”

Bruce Banner (enigmatically voiced by the film's star, Eric Bana), players engage in Metal Gear Solid Lite as they slip past cameras, under windows and behind the watchful eyes of guards into the various scientific and military complexes in the game. These levels have been designed with absolute beginners in mind, so the rest of us will have to endure these drawn-out affairs accordingly. Now, if like us you're thinking “to hell with that, I'll change into the Hulk and pummel my way through the sneaking levels. Ah-ha!”, then we're sorry to burst your bubble. Radical Entertainment want you to play through the sneaky levels their way. So if you're sprung by a guard and get shot at to the point where your health drops and you start turning into the Hulk – it's game over, level restart time. Lazy, lazy, lazy.

Look, we don't want to give you the wrong picture here – The Hulk isn't by any means a bad game. Sure, it gets a lot of things very right: there are plenty of major and minor details in this game that are bound to put goose-bumps of delight on any Hulk fan. Prancing about as the Hulk really is a gas, and the story (set after the events of the film) features some old and new nasties from the comic series that will please the faithful. The game looks great – there are

plenty of nicely designed environments to have a biff in - and shows just how effective cel-shading can be when used sparingly. And just like this month's other movie feature, *Enter the Matrix*, there are a host of game modes and hidden surprises to unlock in the game for those that persist.

But what betrays the Hulk is the uninspired game design. Radical Entertainment settled for the easy option here in dealing with the Bruce Banner/Hulk dichotomy – with split levels and no real way to change between the two mid-level. Playing as the Hulk ultimately feels a little hollow; sure his moves are entertaining and he can certainly kick mutant arse, but it's all so repetitive.

The Hulk gets points for trying – they're in the box, bottom right.

PSW VERDICT

UPPERS

- > Smashing fun
- > Boss encounters
- > Looks great
- > The Hulk

DOWNERS

- > Sneaky levels suck
- > Combat tires very easily
- > Poor pacing
- > No mid level Hulk morph

GRAPHICS > Great use of cel-shading

8

SOUNDS > Unmemorable soundtrack, fair effects

6

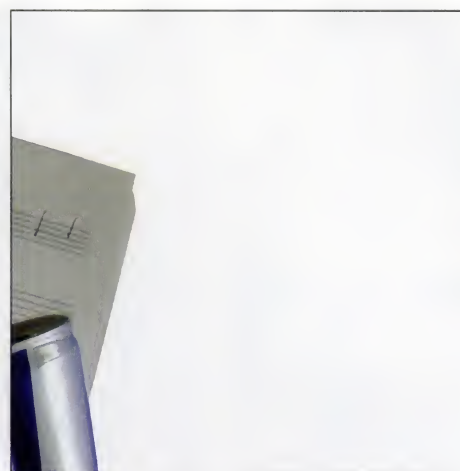
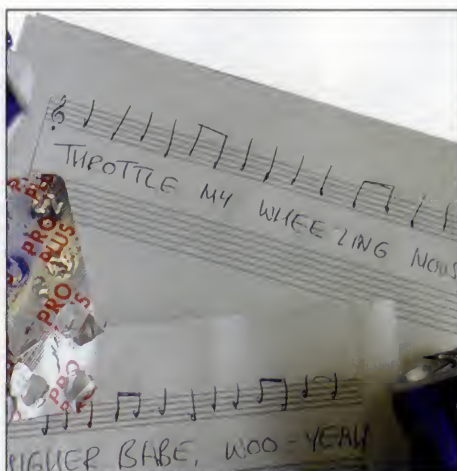
GAMEPLAY > Mixed, from smashing to dull

7

OVERALL SCORE

This is a safe, meat and potatoes translation of the beloved comic book hero, The Hulk. Playing as the Green Giant really is a novelty, just don't expect anything quite so earth-shattering.

6



MUSIC 3000

PREPARE TO TAKE THE RECORDING OF YOUR GASEOUS EMISSIONS TO A WHOLE NEW LEVEL.

> TYPE ENTERTAINMENT
> PLAYERS 1
> OUT NOW (SAMPLER TBA)
> DISTRIBUTOR QV SOFTWARE
> PRICE \$89.95 (SAMPLER TBA)
> DEVELOPER JESTER INTVE

IF MTV MUSIC GENERATOR 2

was a radio-friendly drizzle of cherry-cola pop, *Music 3000* is a white-label 14-minute disco edit remixed by someone you've never heard of. The MTV licence has gone, Codemasters has departed the scene (presumably over musical differences) and the number of knobs, and hence the scope for all-round tweakage, has been increased tenfold. At this point we're obliged by law to shove all readers in the direction of the safety message printed on the underside of this review, which clearly states, '*Music 3000* is not a game'.

That's not to say that it isn't any fun, however.

Opening the show is a solid support bill of minor amendments. The number of pre-recorded stock samples has been doubled, the space available for a single track has been upped from a measly 2MB to a generous 20, and the mixing desk is now capable of housing 64 tracks instead of 48. To round things off, the interface has been cleaned up somewhat and the video-editing suite, which allows you to piece together a stream of images to accompany your masterwork, has been significantly beefed up.

USEFUL SLOTTED BIT

But the headline act has to be the product's USB functionality, which allows you to either record your own voice or to nab samples from other people's songs (see panel). Whereas with *Music Generator 2* you were limited by the number of music clips bundled with it, now the only bar to your progress is the size of your CD collection. You can suck up anything you like – be it 12 bars of Elizabethan chamber music, two seconds of French disco or a single line of Hungarian beat poetry – so long as you contact

UK SAMPLER TEST OUR UK PSW FRIENDS THINK THEY'RE PRETTY FUNNY. THEY ARE, SOMETIMES.



1. MOUTH OFF

Music 3000 can record your voice, though you need to speak loudly and make sure that you're not blowing into the microphone. If all else fails, sample a belch.

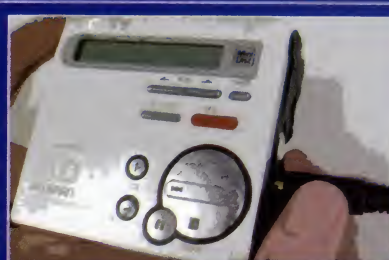
>> USEFULNESS ■■■■■



2. BLOW HARD

Whistle a tune into the microphone and *Music 3000* will attempt to convert your breathy wheeze into actual music. Sadly it rarely works. Nice idea though.

>> USEFULNESS ■■■■■



3. SLIDE IT IN

Best of all, your USB port allows you to sample music directly from your stereo/MiniDisc/mp3 player. With this, you can half-inch whatever takes your fancy.

>> USEFULNESS ■■■■■



LIGHT RELIEF Making videos is a nice bonus, but nothing more.

the record company in person to seek written clearance beforehand. Ahem. But before you run naked into the street airing your scrotum in celebration, bear this in mind: the initial Australian release of *Music 3000* comes without the much-heralded sampler. However, QV have promised to release a sampler bundle in the near future. Joy comes!

If though, at the very thought of this high-tech prodding and poking, all the colour has drained from your face, fear not, for *Music 3000* is a very broad church, a place where the tone-deaf and the pitch-perfect can freely mingle. You don't even need to read the Koran-sized manual if you don't want to, thanks to the interactive music lessons that ease you into this boiling vat of reverb and harmonics as gently as possible.

"SET ME FREEEEEEEEEEEEEEEEEEEEEEEEEEE"

Indeed, it's remarkable how quickly you can pick it up. Five minutes at the mixing desk is all it takes for the inexperienced to produce a slither of high-camp hairdresser house, complete with vaguely homoerotic lyrics and an Eastern European-style video with all the production values of a bin Laden interview. The genius of *Music 3000* is that the exact same equipment in the hands of the well-heeled can be used to create a seven-minute opus featuring double-tracked drums, crisply balanced hi-hats, a six-minute lute solo, two pan-flanged middle-eights

and a delicately choreographed video of a chimpanzee chewing a bamboo shoot. You get the point. *Music 3000* is as in-depth as you want it to be. It just takes time.

Thankfully, despite the absence of the MTV logo, there's still a light smothering of real tunes for you to rip open and yank around a bit in the manner of an absent-minded heart surgeon scouring a chest cavity for his missing Casio wristwatch [including G-House Project from Australia's own Gerling & Kylie]. There's no better feeling than taking a finely crafted pop record and turning it into a tangled wreck of wailing vocals, dissonant thuds and off-key riffs.

Our only concern is the control interface. In fairness to developer Jester Interactive, it has made the very most of the Dual Shock pad, turning the analogue stick of your choice into a passable replacement for a PS2 mouse. But there's no escaping the fact that these bulky nodules are slightly too imprecise for the really fiddly work. Imagine being given a vast blank canvas, all the paints, brushes and crayons you could ever want and then being asked to produce a work of art while wearing boxing gloves. It's similar to that, only maybe not quite as bad. We have a tendency to exaggerate these things.

Even still, compared with the majority of music software available for the PCx, *Music 3000* is an absolute delight to use. Moreso if, god help you, *real* games are becoming tiresome.

/ JON BROWN

GENERATOR X

THE REAL-LIFE ARTISTES WHO'VE DONATED THEIR WORK TO MUSIC 3000.



NAME Paul Oakenfold
WHO HE World-renowned DJ responsible for producing the Happy Mondays album *Pills 'n' Thrills and Bellyaches*.
IN A WORD Bangin'
FEATURED TRACKS Starry Eyed Surprise and Ready Steady Go!



NAME Timo Maas
WHO HE Hailing from the heart of Düsseldorf, Maas is the world's most German man. It's all in the short back and sides.
IN A WORD German
FEATURED TRACKS To Get Down



NAME Doves
WHO HE Three dressed-down men from Manchester with an inner-angst that burns like a Zippo lighter.
IN A WORD Bearded
FEATURED TRACKS Pounding

PSW VERDICT

> UPBERS
 > USB functionality
 > More samples and memory
 > Making videos is easier
 > Real life tracks to remix
> DOWNERS
 > Controls are inaccurate
 > Writing good songs is hard
 > No EyeToy mic support
 > No USB sampler... yet

GRAPHICS > Plain and angular like a prison block **4**

SOUNDS > Utterly flawless, as you might expect **10**

GAMEPLAY > You'll be twiddling for months, maybe years **9**

OVERALL SCORE
The warmest, cheapest introduction to the insular world of electronic music you could possibly hope for. Buy *Music 3000* now and unleash your inner DJ.

9



RESIDENT EVIL: DEAD AIM

ARR! THE ONLY CRISPY COATING YOU'LL ENJOY AT THIS CAPTAIN'S TABLE IS THE FLAKY BLACK SKIN OF FLAME-ROASTED ZOMBIES. MMM... TASTES GREAT WITH MAYONNAISE.

> TYPE	ACTION
> PLAYERS	1
> OUT	JULY 11
> DISTRIBUTOR	THQ
> PRICE	\$99.95
> DEVELOPER	CAPCOM

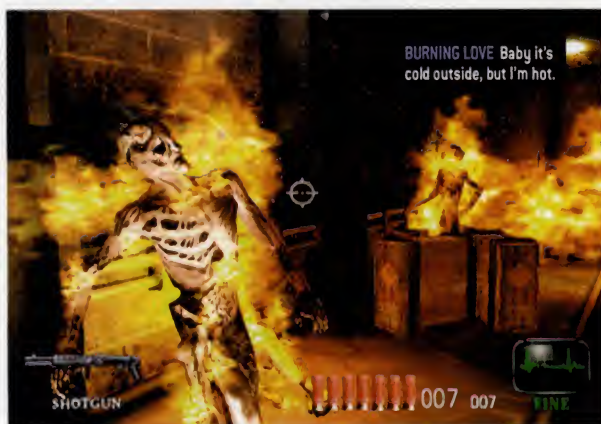
LIKE ALL GOOD CRUISE SHIPS, THE LUXURY liner that plays host to significant portions of *Resident Evil: Dead Aim* is packed with slow, shuffling, messy folk with rotting gums and a preference for soft food. No, not old-age pensioners looking for some Caribbean sun and the odd spot of holiday romance over a quiet game of deck quoits: we're talking zombies here – moaning, groaning, raw flesh-eating hordes of them to be precise.

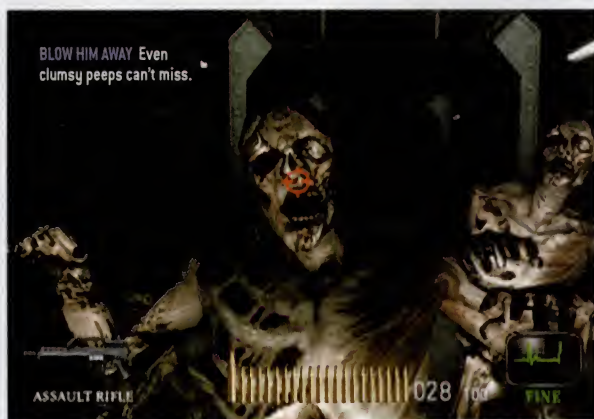
And what's the best way to deal with flocks of the walking dead? Why it's our old friend Mr Gunpowder of course, and that's why for sheer, visceral thrills *Dead Aim* is perhaps the most entertaining *Resident Evil* game yet. Without any of the limited inventory juggling, ammo conserving and obtuse object combining issues we're used to dealing with in *Resident Evil* games of late, *Dead Aim* is able to concentrate solely on the endless joys of pounding full metal jacket after jacket into the decomposing meat of its shambling residents. Ammunition is plentiful, healing items can be found round every corner – providing you steer clear of the more unforgiving higher difficulty levels of course – and your huge pockets seem to have unlimited capacity. This is *Resident Evil* stripped down to the bones and we think it's somehow better for it.

READY, AIM, FIRE

Well, for a light gun game anyway, because despite this being unarguably planted firmly in the *Resident Evil* universe, *Dead Aim* doesn't pretend to be anything more than a flashy zombie shooting gallery, and those expecting the next *Code Veronica* could well be sorely disappointed.

Right, now for the history bit. *Dead Aim* is actually the fourth game in the long-running *Gun Survivor* series, and, as veteran gamers will know, it's not a series best known for its high level of quality. Although a great idea in theory – *Resident Evil* meets Sega's arcade classic *House Of The Dead* – the *Gun Survivor* games seem to lack the brilliance of the *Resident Evil* games on which they are based, and, while it's hard to pick out any problem in particular, it's the rotten control system that's usually to blame. As a gun game, you need the first person perspective to take on the approaching enemy, but as a *Resident Evil* game you need the third-person





“WHAT’S THE BEST WAY TO DEAL WITH FLOCKS OF WALKING DEAD? WHY IT’S OUR OLD FRIEND MR GUNPOWDER OF COURSE.”

exploration element as well. The end result is usually an uneasy compromise, so it comes as some relief that *Dead Aim* manages to buck the trend with a fairly good system all of its own.

We say ‘fairly good’ because obviously it’s not perfect – using the directional pad for movement limits your character to the traditional *Resident Evil* mechanics of forwards, backwards and rotating on the spot, while the first person perspective view stubbornly refuses to allow you to look up or down – very annoying when there are zombies standing at the bottom of a flight of steps. But it’s a set up that works perfectly with the Guncon2 light gun, giving you a point of view that switches instantly, depending on whether you’re pulling the trigger or using the directional pad on the back of the gun.

Dead Aim does a much better job of making an enjoyable gameplay experience than its predecessors too. Although this isn’t the first *Resident Evil* game to be set on board a luxury

PERIPHERAL WAR! WHICH IS BEST FOR DEAD AIM: GUN OR JOYPAD?



LIGHTGUN

IF YOU WANT TO PLAY DEAD AIM USING A LIGHT GUN you’ll need a Guncon2 or compatible gun. You’ll know if you have one of these as it has a little directional pad on the back of the gun. Move this pad and your onscreen character moves; pull the trigger and you switch to first-person mode; push the pad and you move again, and so on. It works beautifully and we have to admit that for the ultimate *Dead Aim* experience this is the way to go. The only problem is that the secondary controls are all accessed by separate buttons on the barrel of the gun and that can be a pain when you need to open a door in a hurry.



JOYPAD

WHEN IT COMES TO STRAIGHT LIGHT GUN GAMES such as *Time Crisis* and the like it’s pretty obvious that a joypad is never going to give you quite the same rush as using a plastic gun-shaped peripheral, but with *Dead Aim*’s rudimentary exploration elements to consider, the joypad really does become a reasonable alternative. Another benefit is the finger-friendly button layout that makes it much easier to use items and enter the options screen. It’s also much easier to aim, making *Dead Aim* a more simplistic affair as opposed to using the gun. Even so, we still prefer the gun for authenticity’s sake.



KATE WINSLET IT AIN'T But *Dead Aim* still reminds us of *Titanic*.



MARINE CORPSE Even the crew have been turned by the virus.

cruise ship [that was the Game Boy effort *Resident Evil Gaiden*] it is the first time we’ve properly been able to experience the setting and there’s a certain buzz to be had from wandering through a familiar, Titanic-esque background turned on its head by an outbreak of undeaditis. There’s also the obligatory handful of shock moments too, although most can be anticipated, rendering sequences – such as the shambling dead captain that bursts out on you seconds after you finish reading his last log entry – little more than slightly weak comic moments.

CRUISE CONTROL

In keeping with previous *Resident Evil* games, there’s also the chance to play as two separate characters – Bruce McGivern, the US agent sent in to clear up yet another Umbrella-sanctioned mess, and Fongling, a female Chinese secret agent – with control switching sporadically between the two as the story progresses. Both play exactly the same, but it breaks the action up nicely.

On the other hand, *Dead Aim* is disappointingly linear and simplistic with nothing to tax the old grey matter beyond the most straightforward of lock and key conundrums – well, this is a light gun game after all. There’s even the slightest hint of *Silent Hill* about it all with the way that door after locked door is crossed out on your map: hardly the most subtle way of pushing you down the pre-determined route.

But this suspicious lack of exploration never seems to detract much from the overall

experience and by the time you’ve worked your way off the ship, through the underground waterways and into the secret laboratory at the end – all in the space of two to three hours [because, being a light gun game, this isn’t exactly the longest of romps] – you’re left in no doubt that this has been, in some sense at least, vintage *Resident Evil* all the way.

So it might not be the most in-depth or polished of products, but at least it’s fun. It’s *Resident Evil* for Pete’s sake and that alone should be enough to tell you it’s worth a rental at any rate. Given how bad the previous *Gun Survivor* games have been, this should be something of a minor success story. But yeah, hands up, it is a *Gun Survivor* game and although it’s been polished, it’s never going to be a patch on the real thing. Roll on *Resident Evil: Outbreak*, that’s all we can say.

/ MARK ROBINS

PSW VERDICT

UPPERS		DOWNERS	
Clever use of the light gun		Controls still not perfect	
Perfect use of license		Very short and linear	
Nice locations		Limited puzzle element	
Plenty of violence		Distinct lack of polish	
GRAPHICS	Unique locations and scary monsters		7
SOUNDS	The voice acting’s still wooden		6
GAMEPLAY	Fun enough to replay		5
OVERALL SCORE			
Fun for a while in a brainless kind of way, but <i>Dead Aim</i> isn’t the <i>Resident Evil</i> game PlayStation2 owners really deserve. That my friends can be found on page 31. Oh yes.			
			6



SQUINT And that structure becomes a car!



ASS SHOT Jackie Chan in Shanghai Warriors. Not



SKATE PARK EDITOR Even Tony would be proud.



DYNASTY WARRIORS 4

SAME ENGINE, SAME GAME, STILL FUN

> TYPE	ACTION
> PLAYERS	1-2
> OUT	NOW
> PUBLISHER	KOEI
> PRICE	\$99.95
> DEVELOPER	OMEGA FORCE

HOPEFULLY WE'LL SEE DYNASTY WARRIORS 5 come out in a year or two sporting a whole new engine and redefining the series in a way that the original *Dynasty Warriors* redefined large scale action/combat on the PS2. All these years after the release of the original game, *Dynasty Warriors 4* still runs on the original (albeit very tweaked) engine and it's beginning to look a bit tired. Be that as it may, *Dynasty Warriors 4* stands out from it's sibling as the best in the series, combining frantic hack and slash action with surprising tactical

depth with awesome replayability and a fairly robust multiplayer component.

If you've never played a *Dynasty Warriors* game before, for shame, you've passed up one of the most sheerly enjoyable gaming experiences around. Up until now there has been fairly little depth to the series - choose an ancient Chinese warrior, grab your weapon and kill your way to victory, hewing your way through sometimes hundreds of enemy at a time. The fourth iteration of the *Dynasty Warriors* saga improves on this already highly successful formula by increasing the size of the maps, improving the combat system with bigger and better combos (supposedly there is a 100+ hit combo that can be pulled off with immaculate timing and arcane button mashing knowledge) character specific special attacks and charge attacks. Players have the choice of nine characters from three different clans and can also switch characters (as long as the remain within the same clan) between the 50 odd missions.

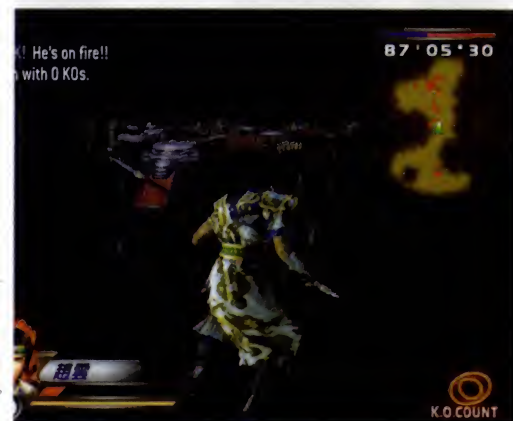
Dynasty Warriors 4 is a good deal more difficult than its predecessors for a couple of reasons - the AI has had some serious tweaking and enemies block more often. Whilst this may not sound like a great leap forwards in terms of intelligence it really

breathes new life into the game. The first real difference you'll notice if you've played any of the other games in the series is that enemies are no longer part of the international union of minions and no longer play by the rules. Instead of standing around menacingly and attacking maybe one or two at a time, enemies will now swarm the player, attacking from all directions at once, making life rather interesting and not just a little frenetic. The fact that they will now attempt to block player attacks as well means that rather than simply mashing the gamepad with your claw-like hand, bent into the obscene posture by far too many hours hunched over the console, the player must actively choose their target and eliminate them with extreme prejudice. Of course, the player can also block but unless you're in one of the rare one-on-one boss battles it's far more advisable to use attack as your best form of defence, especially considering the fact that the character's weapon gains XP and becomes more powerful the more powerful enemies you kill.

Aside from the story driven Musou mode that makes up the backbone of the game, *Dynasty Warriors 4* features a number of other modes that vastly increase the replayability of the title. Free mode allows players to play



GUARD THIS Look, there, a horse! And a game world shrowded in some anti-slowdown fogging.



THE DUEL

ONE ON ONE OR HOURS OF FUN? I HATE BEING ALONE.

SOME BOSS/LEADER CHARACTERS GIVE THE player the chance to battle them mano-e-mano instead of trying to battle it out in the middle of a frantic and enormous melee. If you choose to battle in single combat the player and enemy are transported to a small arena and can go at it hammer and tongs uninterrupted. Unfortunately these one on one battles really seem to defeat the purpose of Dynasty Warriors - massive chaotic battles against far more numerous enemies.



CAO CA CAOLA He needs it. He wants it. We'll stop it.



BARS A PLENTY So, do you come here often?

through any level previously played through as any character. Challenge mode includes all of the standard challenge game types including a fun king of the hill style game called bridge battle in which you must knock as many enemies as possible off a bridge until you yourself are knocked off. Whilst these challenge modes don't add a huge amount of replayability to the title they do pose a few extra hours of fun and as an added bonus it's possible to input your score code into the *Dynasty Warriors 4* website for a world ranking. Edit mode allows players to create their own characters and bodyguards for use in free mode. Once again this doesn't add a whole heap to the game it's still a great deal of fun to run around as a character you created yourself. Encyclopaedia mode gives actual historical information on all of the characters met and items found. The real jewel in the crown is the robust multiplayer component. Players can choose to battle it out one on one or wage war against each other. The highlight of multiplayer is a mode in which the player must destroy the opposing player's caravan whilst simultaneously protecting their own - it may sound simple but it's bloody hard.

One of the much-touted additions to *Dynasty Warriors 4*, the ability to use siege

"ENEMIES WILL NOW SWARM THE PLAYER, ATTACKING FROM ALL DIRECTIONS AT ONCE, MAKING LIFE RATHER INTERESTING"

engines is also the greatest disappointment in the game. Rather than giving the player the ability to siege castles and forts with ballistae, catapults, battering rams and trebuchet, siege engines seem to be little more than an excuse for a cutscene. All the player needs to do is find one of the predetermined siege spots and one of the engine crews will set up their weapon of mass destruction and start bombardment, giving the play the reward of a short scene of the war machine going to work. That's it.

Although the venerable *Dynasty Warriors* engine is beginning to look old, Omega Force have pulled out all stops in the tweaking department, delivering up a presentable, if not rather attractive little package. The simple fact that the engine can support literally hundreds of colourful figures on screen at one time with only the minimum of slowdown makes the slightly dated graphics forgivable. What is less forgivable, however is the terrible soundtrack and voice acting. For the most

part the actual effects are quite good with some meaty attack sounds, screams, galloping horses and the like - unfortunately all of this is overlaid with a terribly cock rock soundtrack that sounds terribly out of place and not in a creatively anachronistic kind of way. Even worse is the voice acting - it sounds like something out of a Bill and Ted movie. Soundtrack aside, *Dynasty Warriors 4* stands as the pinnacle of the hugely successful series - we can't wait to see what they have to offer us next.

/DANIEL WILKS

PSW VERDICT

UPPERS	DOWNERS
> Massive battles	> Sieges a let down
> Excellent replayability	> Cock rock
> Improved enemy AI	> Some slowdown
> Tough bosses	> Bill & Ted
GRAPHICS	> Massive battles never looked so smooth
SOUNDS	> I thought we were in ancient China, dude!
GAMEPLAY	> Great action slash fighting.

OVERALL SCORE
The best game in the series is far from the revolution we were promised but it's still a heck of a ride.

8



EVIL DEAD: A FISTFUL OF BOOMSTICK

IT'S LIKE RESIDENT EVIL. ON SPEED. ONLY WITH LAUGHS ADDED TOO.

> TYPE	ACTION ADVENTURE
> PLAYERS	1
> OUT	JUNE
> PUBLISHER	THO
> PRICE	\$99.95
> DEVELOPER	VIS

DEARBORN IS OUR KIND OF TOWN. IT'S NOT big, granted, but it's got its own television studio and, for such a puritan Michigan hamlet, a sizeable red light district too. It's a great middle-American mish-mash of white-washed picket fences and trailer trash hookers. Oh, and it's been overrun by the living dead too. Sorry, did we forget to mention that part?

Now there's two ways to approach an invasion by hordes of zombies: one; you run around screaming at the top of your voice until you're grabbed by a rogue squadron of rotting invaders who then proceed to tear your throat out, or two; you can grab your shotgun, strap a chainsaw onto the stump of your amputated right hand

and then get outside and have yourself a little head-removing fun.

Guess which approach our vigilante hero Ash uses in this game?

Fans of the cult *Evil Dead* movies will know exactly what to expect in *Fistful Of Boomstick*, keeping admirably close to the spirit of the original films as it does. Simply put, with Dearborn overrun by 'Deadites' – evil demons who have the power to create portals through time – it's up to everybody's favourite S-Mart till rat to get outside and seriously start kicking some undead booty.

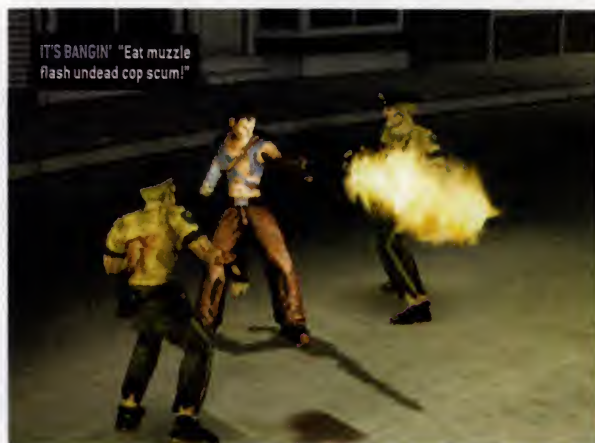
What follows is a light-hearted action adventure that's shallow in depth although heavy on the spilling of blood and guts. As Ash wanders through the various timelines and alternative realities of Dearborn, he'll encounter a range of decomposing enemies and a smorgasbord of weapons to dispatch them with. Guns, swords, flamethrowers and dynamite, they're all here and the game itself is nothing if not over exuberant in its bloody portrayal of the violent action.

Developer Vis is also responsible for the urban combat game *State Of Emergency*, and there's something of its large-scale combat in *Fistful Of Boomstick*, with Ash regularly up against screens full of the enemy. As if to compound this gaming idiom, there's a separate arcade mode complimenting the main story-based game, again, much like *State Of Emergency*'s, that revolves purely around throwing as many enemies up against Ash as possible.

Ultimately though we can't help but be left with a slight feeling of disappointment. Sure, it's fun and all, and Ash's witty one-liners – voiced by original star Bruce Campbell – are spot on, but there's something basic about the whole 'use key to unlock door' gameplay that *Fistful* hinges on, no matter how cleverly it might nest the multiple objectives each level throws at you. Nor is it graphically the greatest game by any means. Ash looks good, and it's a great likeness of Campbell, but the environments are dull and boxy.

Not really the best use of the movie licence then, but - and it's a big J-Lo sized butt - the game does come packaged with the *Evil Dead 2* DVD. Which, according to our slightly misguided editor, is "arguably the greatest film ever made". Good value then, if nothing else.

/ MARK ROBINS



PSW VERDICT	
UPPERS <ul style="list-style-type: none"> Bruce Campbell is in it! Captures the movie feel well Simple, rewarding gameplay Lots and lots of enemies 	DOWNERS <ul style="list-style-type: none"> Graphically disappointing Dull lock and key puzzles Repetitive gameplay Films are still better
GRAPHICS - Ash is good, but the environments are crap	5
SOUNDS - Bruce Campbell's lilting tones are perfect	7
GAMEPLAY - Good-length quest plus arcade mode too	6
OVERALL SCORE Light-hearted and fun, if not technically that polished: much like the films on which it's based. So, just six out of ten for the game, but full marks for the free DVD movie and cheap price point.	6



STRICT UNIFORM POLICY
Blazer, tie...and leg.



MISCHIEVOUS Looks like someone's been a bad, bad girl.



SCREENSHOT OF THE MONTH
Time for the bikini wax.

CLOCK TOWER 3

SERIAL KILLERS LOVE TARTAN SKIRTS

> TYPE SURVIVAL HORROR
> PLAYERS 1
> OUT NOW
> DISTRIBUTOR THQ
> PRICE \$99.95
> DEVELOPER SUNSOFT/CAPCOM JAPAN

WHEN 15 YEAR OLD ALYSSA HAMILTON receives a letter from her mother telling her to avoid coming back to the family home at all costs she does what every teenager worth their salt would, ignore the parental warnings and head back to the estate to find out what is going on, propelling her head first into a journey through the twisted history of her ancestors and their everlasting battle against a deranged cadre of serial killers. That may read like a bit of a breathless first sentence but the overall effect of *Clock Tower 3* is just like that - you come out of a heavy gaming session gasping for sweet oxygen due to the fact that you've been holding your breath in sheer terror

for the whole time. For those of you who have heard of the first two *Clock Tower* games, forget about all of the negative comments about them - *Clock Tower 3* finally sets things right with a tight and tense slice of survival horror action, only held up from being a true classic of the genre by a few camera and control issues, a few decisions that could at best be labelled as dubious and severely limited replay.

Propelled through London's history, Alyssa must placate a number of ghosts per level as well as confront and defeat the serial killer for that stage. Although the formula sounds rather simple (and it is), *Clock Tower 3* overcomes this obstacle in two ways, fear and an ever-present "boss". Instead of the standard health meter, *Clock Tower 3* features an innovative and excellent fear meter. Encounters with ghosts, the killer or his grisly victims cause the fear meter to rise - the more fear that fills poor Alyssa the easier it is for her to die. Aside from the health aspects, higher levels of fear can also cause distortions of perception, the less described the better - we wouldn't want to spoil anything for you. Another innovative approach is that unlike the majority of survival horror games, the level bosses in *CT3* can appear at any time. To combat this, each level has a number of hiding points that can be used to shield yourself from the eyes of the enemy. The simple fact that Alyssa, apart from having some holy water, is unarmed means that you'll be using these a lot. Unfortunately

the boss battles prove less interesting (though just as frightening) as the rest of the game. After completing the puzzles of the level, Alyssa must confront the madman behind it all and fire strange magic arrows things into him until he dies. It comes as a bit of a cop-out after the tight quasi-realism of the stage leading up to the battle.

Both the graphics and sound contribute massively to the overall effect of *Clock Tower 3* - there's nothing creepier than a slightly lisping, whispering English baritone calling your name down a dark corridor. One word of warning, *CT3* is without a doubt the most visceral survival horror game in terms of gore - don't play it if you have a weak stomach.

/ DANIEL WILKS



HAMMER TIME Not a short-skirted schoolgirl.

PSW VERDICT

UPPERS	DOWNERS
> Scary as hell	> Too short
> Fantastic graphics	> Little replay
> Excellent voice acting	> Camera issues
> Saves <i>Clock Tower</i> series	> Iffy boss battles
GRAPHICS > Wonderfully polished and surprisingly gory	8
SOUNDS > Londoners are creepy	8
GAMEPLAY > Chilling, if inconsistent	7
OVERALL SCORE Scary as hell and featuring one of the most interesting survival horror plots, <i>CT3</i> falls just short of being an instant classic.	8

SOLUTIONS

5,000 WORDS OF PURE, UNADULTERATED, PRIMAL GUIDE ACTION. WE KNOW, WE COUNTED THEM ALL.

NOTHING WRONG...

IN THE ARGENTINIAN FILM, *NINE Queens* (part of the new wave of Latin American cinema, we'll have you know... don't say this is a dumbed-down tome please), the central character manages to steal \$45 from a girl simply by fooling her with different amounts of change. It's not really theft, is it, as in no point does he actually steal money from her? Well, our complete solutions are like that. By using them, you're not actually cheating. You're doing nothing illegal, after all. It's just fooling your oh-so-smart PS2 into thinking you're a genius gamer. So don't feel guilty if you're struggling to get past the disc loading sequence in *Primal*; we're here to help. However, the same can't be said for the mini-tips. They're for cheaters of a Major Charles Ingram scale...

MARK ROBINS / STAFF WRITER

TENCHU: WOH

88

■ Clandestine murder made just that little bit easier.



RYGAR

89

■ Turn the spinny disc thing into a pepperoni pizza!



LOTR: FELLOWSHIP

91

■ Still not bored of the rings? Then enjoy these tips.



JEN WARFARE This is Jen. She's not a normal lass. She's got a nasty septic arm for one.

PRIMAL

IT'S THE GAME THAT CAME OVER TO TOMB RAIDER IN THE BAR AND ACCUSED IT OF LOOKING AT IT THE WRONG WAY. YUP, IT'S A VIOLENT LITTLE BAMPOT, AND IT TAKES AN EQUALLY AGGRESSIVE GAMER TO FINISH IT. SO HERE'S SOME HELP.

GENERAL TIPS

1. Many of the monsters behave very passively during the fights. If nevertheless you run out of Primal energy, you can retreat and fill up with new energy from Scree.

2. If you want to get down from a wall and the adjoining ground is uneven, you might have to try other places until you find somewhere suitable to leave the wall.

3. If your characters ask to speak to you

during the normal game, then it's usually some advice to help you solve one of the puzzles on your adventure.

4. At obstacles in which the two characters must overcome tasks in different ways, you need to manually drag along the character that has been left behind.

5. If Jen asks to speak and explains she can't jump high enough, then you reach the platform only in the form of a Ferai.

6. As Wraith, you have enormous fighting

strength. The lightning-fast evasive step you make with renders you virtually untouchable. Moreover, the whip has a very large reach. By continuously lashing and using the evasive manoeuvre you can easily take care of large hordes of opponents yourself.

7. Djinn's two-handed sword causes an enormous amount of damage. Small opponents die after the first blow.

8. Change your target frequently, since the cowardly demons tend to retreat. This prevents you being surrounded



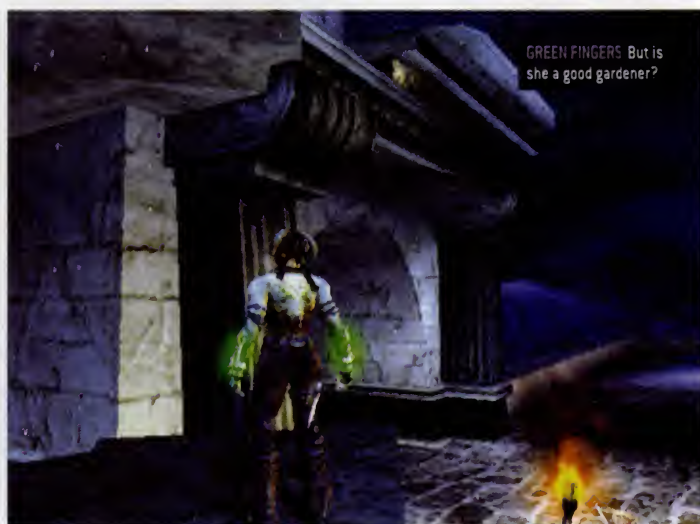
SCREEZY PEASY Don't worry - stone doesn't burn.



FRIENDS FOR EVER Jen and Scree must work as a team.



STONEY FACED Gargoyles are supposed to ward off evil.



and getting hit.

9. Take a closer look at the remains of your defeated enemies. A key is often overlooked that takes an eternity to find later on.

10. Scour adjoining rooms and side corridors in order to find energy crystals and other vital objects.

11. Glance at the map if you're not sure where to go. Your next destination is always marked on the map. If you can't spot any of the white symbols, scale down the map section until you know your destination.

WALKTHROUGH

SOLUM

NEXUS

Follow Scree first and proceed through the



FERAI-COUS Jen's Feral form in all its demon glory.

gate. As soon as you reach the mine entrance, shift to Scree and explore the caves. Keep to the left and run to the next cave. Pick up the torch there and return to Jen. On the way, set fire to the round container to drive away the hungry beasts. Now head back for the cave where you found the torch. Shortly before the cave, take the turn-off to the right and run up to the walls. Scree climbs up the wall and opens the door for Jen. After that, you climb the steps and open the gate. Following the interlude, change to Scree and climb into the hole. Cross the bridge and keep going to the left. Explore the ruins there and walk through the mill. Behind the mill, give the old tree a shove so that it falls across the river. Switch to Jen and follow the river until you spot two of the monsters. After defeating them, make your way across the tree. When you go through the mill again, an interlude begins, after which you go around the tower. Jen is thin enough to squeeze through the gap. Now you can easily unlock the door from the inside and make way for Scree.

UNDERGROUND

After the diversion with the demons, you explore the next shaft of the cave. As Scree you can knock down the crumbling wall by grabbing the round stone from the side chamber and rolling it down the slope. Take a torch and explore the new area. Kick down the barrels in front of the stairs and leave the cave. Follow the path

and investigate the ruins. Grab the broken-off horn and leave the zone through the iron-barred gateway. Your characters separate briefly in the cave. While Scree clammers along the stone walls, Jen ventures a climbing trip via the narrow rock ledges. When both have reached the other side, run over the bridge and observe the scene taking place in front of the city gates. Since the gate is locked, turn to the left and follow the wall. Leave the narrow ledge behind and don't forget to let Scree follow by having him climb along the wall. As soon as you discover the hole in the wall, climb

over the stones into the city. Head across this part of the poor quarter and quickly work your way through to the exit marked on the map in the southwest.

TOMB

As soon as you reach the tombstone, enter the building on the right-hand side. Climb over the rubble and jump through the hole into the next building. Open the green door for Scree on the lower floor. Climb the stairs in the next room and drop into the adjoining chamber. Climb through the small niche and explore the area, until you come across two demons. Now follow the path further





and enter the temple on the left-hand side. Steer Scree around the temple once and destroy all barrels there in order to find as many energy balls as possible. Collect the balls and examine the statue in front of the gate. Direct the ray of light onto the green stone mounted on the temple gate. After the interlude, visit the place again where you saw the demons. Since Jen can now change into a Feraï, you can jump just as high and, therefore, reach the new zone. On the other side, open the door so that Scree can keep up. Now work your way forward to the enormous square and finish off all enemies

in the vicinity. Fill up Scree at the fountain of life and march further across the square. You'll find a house in the southeast corner of the square whose wall has been torn down. Go into the back part of the house and head down the stairs. Knock on the door and return to the temple.

HUNTING GROUND

In Feraï form you can jump over the locked gate behind the temple. Turn the handle on the other side and march into the hunting camp. After encountering the Feraï, keep on going in the direction of the tombs where you eliminate all the

guards. Return to the shaman staying in the camp. After you've got the green keystone, run back to the tombs and stop at the stairs to grab the torch. Put the stone in the gate and switch to Scree. You have to light the statue fire and direct the ray of light straight onto the keystone to open the gate.

NECROPOLIS

Fight your way through to the entrance hall and take care of all the guards there. Continue through the iron-barred gate on the left-hand side. After you have freed Jared, go into the front side-chamber of the prison-area. Scree can scale the wall there and open the bolted door in the main hall. Run to the outside zone return to the temple via the teleporter.

FERAÏ CATACOMBS

You call on the doorman in the large square once again – this time you are admitted. Wander through the caves until you enter the cellar passages. Finish off the sinewy monsters there and make Scree climb upwards next to the destroyed ladder. Jen has to climb the intact ladder first and then sneak across the ledge. When both characters have reached the other side, you enter the prison. See to the enemies and climb into the cell at the back on the next level. Walk past the rubble opposite the stairs and enter the new area.

COLISEUM

Scree is alone during the next confrontation. Collect all energy balls and then take over the statue. In this shape, you beat the mighty demon until he's had enough and flees. Avoid the fireballs when the demon fires at you from above. After the fight, take over the statue again and open the small gate. Go to the left from the small balcony and take care of the two opponents.

BARRACKS

In the large square you first lure the opponents into the area at the back of the square, so that you're outside the range of the enemy archer. After you've defeated the close combat fighters you storm up the stairs and get rid of the cowardly archer. Above the next stairway, Jen squeezes through the gap and opens the door. Your two heroes turn the lever together and leave the place. Ignore the small guardhouse and leave the ledge





behind at the destroyed bridge. Scree can easily crawl along the wall. Enter the complex and go down the stairs at the first turn-off. Take care of the guards in the kitchen and open the iron-barred gate. Work your way towards the outside, where you jump over the cliffs to the call point and call up Scree.

HERNE STATUE

Now take out the monsters at the Herne statue. Scree then climbs the wall and goes round the corner on the right-hand side. Having arrived at the top you take the torch off the wall and penetrate into the bowels of the earth. At the end of the rock steps you find a rotten wooden floor. Break down the blockade of barrels and drag all three cauldrons onto the wooden floor. After the floor has caved in, grab the rope and climb up the wall. Now you can lower the rope to Jen and reunite your team. Both now need to cover some distance before finally arriving in a great hall. Finish off the guards there and open the large gate. Search the banqueting hall below and go back towards the stairs. After the earthquake, head through and explore the next room.

THRONE ROOM

Go down the stairs and grab the key lying on the right-hand throne. Leave the room now and face the bodyguard. It's important during this fight to steer a lot of opponents towards Scree, who turns into

stone and is therefore protected. Nevertheless, he distracts some of them in the process. Play your enemies off against each other, by pushing them into a row. That way your direct opponent gets hit by the one behind. In the corridor that connects the hoard of Malkai and the throne room section, unlock the wooden door and keep going. Several demons are waiting for you again in the long passageway. Use the same tactics as in the previous fight. In the outside sector, eliminate the archers and follow the long stairway downwards. On the left-hand side are the chambers of Devena – your next destination. Pinch the bunch of keys and clear off. Go from the room with the fireplace into the room opposite and enter the prison sector.

TOMBS

After you have stood by Jared in the fight, hurry to the captured mother of the demon. Watch the short interlude and finish off all opponents. Take care that you aren't hit in the back by Jared.

AQUIS

TEMPLE LAGOON

Walk into the middle of the lagoon and get your bearings by the map. Enter the large building via the grooved pillar. Climb up to the switch and turn it to the right until the whirlpool turns in the other direction.

Drift into the upper area and climb up the ladders. On the wide balcony you'll find the last ladder that takes you onto the upper level of the tower. After the interlude, go back to Jen. Take the path through the grotto. After Jen has been transformed, swim into the northern cove and head for the dam. Call up Scree at the call stone, who immediately takes control of the fish head that has a mouth in the form of a door. As soon as the door is opened, Jen can swim to the switch. Turn the wheel to the right until the queen is rescued. Now follow her to the entrance of the cove and swim through the gate.

COVE

In the technicians' room, turn on the switch above the terminal in order to open the passageway to the pumping station. On the other side of the gate, swim upwards and climb over into the pools. In each of the middle chambers of the pools you'll find a wheel, which you can use to adjust the cogwheels. These must fit closely together, so that the interlude starts, through which the main switch is pointed out. Turn this to the right until the machine starts. You can see on the map where the substations are located.





NICE WEATHER Must be visiting Blackpool.



WALL CRAWLER Scree can climb most walls.



PORTAL OF POWER But where does it go?



'OL YELLOW EYES Nice contacts there Scree.

SUBSTATIONS

There are two stations in the lagoon: go along the beach to the underwater tunnel, open the gate and turn the lever next to the domed trapdoor. Then turn the wheel on the large machine to the right. Repeat the process in the temple lagoon. Your next destination is the cove where you navigate Scree through the stream. At the source of the stream, push the stone in front of the opening. On the other side, swim to the passageway in the west, where you open the sluice gate. Dive into the tunnel section and summon Scree. Then watch the scene taking place behind

the grille. Now push the grille out of its mount and swim into the current. When you have turned the lever, have Scree push the stone in front of the opening at the very back. This means Jen can get past the currents and unlock the gate at the end of the passage. After the interlude, press the button at the top of the free-standing column. Lead Scree to the door which has opened and turn the wheel near the control station. In the control room, start the turbine and take the key that you spot next to the desk. Come back with it to the locked up guard and unlock the domed trapdoor. Now turn

the lever so the guard can escape. Then activate the substation and open the gate opposite the grille.

TUNNEL SYSTEM

After your team has been separated, swim with Jen into the last room where you go ashore. Kill the crab straight away and jump into the large pool. You can enter a cave at water level. Call up Scree at the callback stone and reload your energy again. There's a life stone close by. After the procedure, continue on your journey. Jen has to balance her way across the ledge from the uppermost platform, in order to reach the next tunnel, whereas Scree can climb the wall easily. In the cave with the Undine statue you let Scree control the fish head and open the mouth so that the pool fills with water. Now Jen can transform and dive down. Take care of all opponents at the substation and activate the last substation. Leave the sector through the brightly-lit opening. Three opponents are waiting for you in the passages. When you have cleared the area of enemies, continue swimming straight ahead until you reach the teleporter. There, you summon Scree and replenish your demon energy. After this vital recharging of your special powers, dive into the water again and swim left at the first opportunity.

CLEANING TOWER

Open the gate there and swim to the top of

the cleaning tower. You have to turn it off for some time to defeat the opponent and open some valves during its recovery phase. As soon as all valves are open, you can finally get rid of the giant fish that's been causing you problems. Then you climb up with Jen and call in Scree at the call stone. Playing as Scree, you ascend the wall with holes in it and lower the rope down below for Jen. Now, to finish, you just need to climb up the ladders and put the key in the desk.

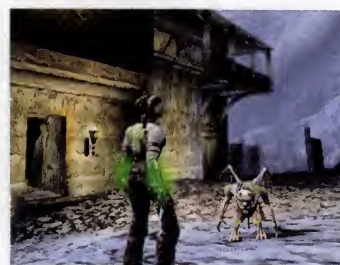
AETHA

LOWER PART OF THE VILLAGE

Get Scree to climb the wall next to the stairs which lead to the gate. This way you reach the other side of the gate and can open it by turning the handle. Now lower a rope to the bridge. As soon as Jen reaches the bottom, change to Scree and climb behind. Lift up the next grille and run over the bridge. In the village, you can recharge



THIRSTY WORK Jen taps the giant barrel.



THE GRUESOME TWOSOME On one of their better days.



your life-energy on the right-hand side. Continue through the door at the end of the stairs. Work your way forward to the lower part of the village. Having arrived there, turn immediately to the right and climb the stairs before crossing the wooden bridge and ascending the next flight of stairs. Leave the room behind you and enter the upper part of the village.

UPPER PART OF THE VILLAGE

Run down the stairs and turn immediately to the left. When you enter the marketplace an interlude begins, after which you follow the fleeing inhabitant. In the wine cellar, put on all the taps until the trapdoor rises. After the short interlude, follow the passageway to the north. Jump over the beams and enter the graveyard. After the encounter with the spirit, run behind the small building and jump onto the balcony. Go around the building and cut off the cage. Run down the first flight of stairs and put the cage into the



CELL SHADING You can swim through this flooded cell.

empty grave on your right. Now return to the wine cellar with the trapdoor. Next, follow the guard up to the well. After you have filled the bottle, follow the guard to the sacrificial site. You can defeat this intervening opponent quickly. Block regularly and launch into a combination of heavy blows. After the interlude, run behind the graveyard and turn the handle. Keep pressing the circle button during this action.

DUNGEON

Swim through the underwater tunnel and go ashore at the landing place. Scree can climb the wall comfortably and join Jen. Go down the stairs into the next flooded section. Swim into the turn-off on the left. Dive through the broken bars of the cell and squeeze through the hole in the floor of the neighbouring cell. In the next prison-block, swim into the open cell again and climb out of the water. Squeeze through the gap between the wall and the bars. Turn the lever, so that you can pull Scree behind you. Then enter the cage room which is right next to the lever. Scree can climb the south wall and can reach the control-levers of the cages after a few jumps. The cage-puzzle is very easy. You have to get Jen from the left to the right side. The order of the levers corresponds with the order of the cages. Always set the cages in such a way that Jen can jump or climb from one cage to the next. As soon as you have led Jen to the other side, explore the passageway

opposite the control levers. Massacre the monsters from hell in the next hall and turn the lever. With Wraith's time-shifting ability, you reach the iron-barred gate before it is closed again.

TORTURE CHAMBER

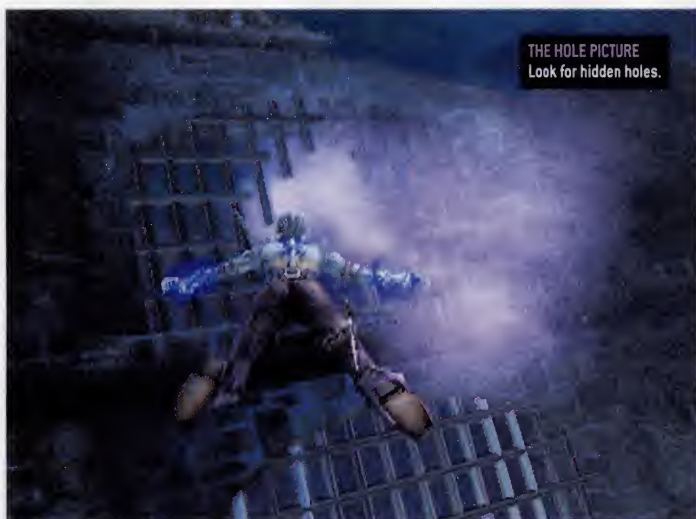
Take care of all the guards in the torture chamber and gather the bunch of keys. Now you can explore the next section of the property. Clear the teleporter room of vermin and lift the portcullis. Some guards are waiting for you in the prison areas who must be put out of action straight away. Search the bodies carefully, because one of the demon fighters has a key for the rusty doors. Scree has to take over the large statue and make it fall over. To do this push the 8 button each time the front edge of the statue lands on the ground. Fight your way through to the west wing, where Jen is overpowered. Lead Scree into the lecture hall and enter the library through the wooden door. On the other side of the hall, push the small statue between the shelves so that a small secret door opens. Run down the stairs and turn immediately to the right, where you discover the secret passage. Hurry up the stairs and open the door on the left-hand side. After the short interlude, go through the open door on the right-hand side of the balcony. Work your way forward to the castle courtyard. Turn to the right and climb the wall. In the corner you reach a narrow path that ends at a ladder. Hurry up the

gutter and jump through the right-hand window into the stairwell. Follow the passageway until you enter Raum's laboratory. Free Jen and quickly head out of the room.

RAUM'S KEYS

Return now to the main courtyard and run to the left. Proceed through the door and run down the stairs to the dining hall. Cross the dining hall and ignore the stairway to your left. Hurry instead up the second flight of stairs and search the wardrobes next to the bedroom. In her new outfit, Jen can return to the main courtyard and enter the ballroom via the main hall. After the interlude you can return via the outer corridor to the bedroom. Whip the guards in the main courtyard to death and take the keys. The north door leads to the library, where you open the large door on the lower level. Run up the stairs and fetch the key from Elizabeth. You now have to open the gate to the labyrinth. Before you enter the maze, make Scree disappear into the skull. This way you can easily steer Jen through the high hedges and occasionally switch to Scree, so that you get a renewed overview. Keep an eye on the red column of light which marks Jen's location. Your first destination is the southern corner of the maze. Jen turns the lever there and sets off for the lever in the eastern corner. After you've turned this lever as well, you can run onwards to





THE HOLE PICTURE
Look for hidden holes.



GRAVE ROBBER Search bodies for helpful objects.

the next section. Fight your way forward to the machine.

BLOOD MACHINE

After you have enriched the drink of the two hosts, set off for the entrance hall. Proceed into the ballroom and bump off the Countess with a few hefty lashes. Count Raum is just as weak, though he can shoot lightning at you. As soon as he flies up in the air, run behind Scree. With this tactic, the invulnerable Gargoyle is always fired at.

VOLCA

MAIN SHAFT

Enter the main shaft of the crater and work your way downwards. Use the rope at the deep abysses to bring Jen safely down. Having reached the gate, Scree grabs a torch and kindles a fire in the bowls that you find beside the torch holders. When

you arrive in the lava pit, quickly run to the right and jump into the pool of water. It's now a matter of searching all openings on the ceiling so that you find the switches. Pay close attention to the symbols that are incorporated into the grille. Continue behind the grille with the three flame-symbols, and operate the switch you find above the first opening.

THE TWO STATUES

Call up Scree at the call stone and change to the small stone demon. Now jump down and look for a hold on the wall. Leave the gate behind and climb from the water. Take over the giant statue at the end of the stairway and turn the lever. Now you can return to the main hall, grab the torch from the wall and climb the stone wall on the east side. As soon as you have reached the rock ledge, lower a rope for Jen. Put Scree on the northern edge of the rock platform for this. Open the door by lighting the two containers. In the circular hall, transform Jen into a Wraith. Wait until the lava stream eases off, activate the time-shift and stride through the door. Then turn the wheel to smooth the way for Scree. Now take over the second statue and turn the lever. Then you can advance over the bridge and onwards into the next section.

LAVA TEMPLE

Light the bowls beside the stairs and run along the passage. Don't let the guard



LEVER IT OUT Which
pointy thing do I pull?



SUNSET BOULEVARD
It sure looks purdy.

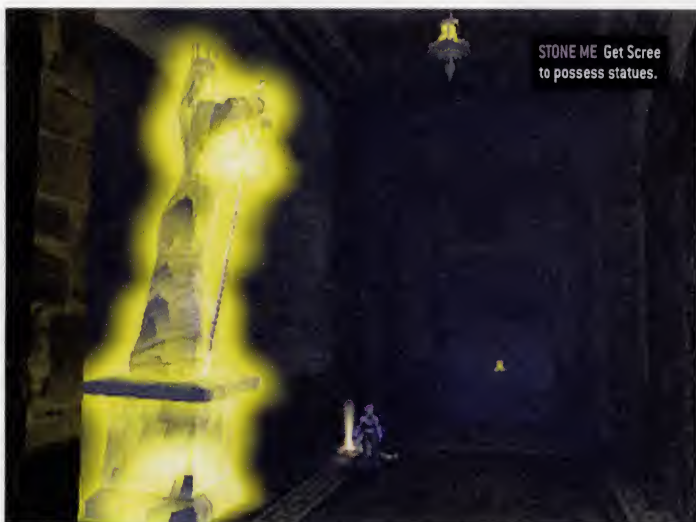
delay you, instead storm up to the Rift gate. There you first take care of the long-range fighter and then see to the rest of the sinewy demons. Now go back to the gate of fire and run in Wraith form through the flames. After you have got through the long fight and Scree has to fend for himself, run to the door of this hall. Scree takes over the head of the statue in the hall and opens its mouth. In the next room you grab the brazier and heave it onto the floor tile two to the north. Now you can climb the north wall and take the torch from the wall at the end of the passage. Run to the brazier again and drag it on the floor tile to the south. Climb the south wall and open the door with the torch. After turning the wheel, the main room is supplied with oil and you can open the last door. When you have left the long passage behind and have entered the new room, turn immediately to the right and climb the wall. Over the bridges and even more walls, you finally reach the statue head, which you can control. Close the statue's mouth and return to the lower level. In the next section, climb to the top of the square column. There is a bridge next to the statue head to the north-west, over which you can cross to the next hall. Hurry to the wheel and open the trapdoor with it. After you have got out of the knee-deep water, break down the gate and enter the temple.

MALIKEL'S TEMPLE

First talk with the queen, then follow the passageways until you reach Jen. In order to survive the fight, control the black statue and put Jen out of action. Next, hurry to the queen. Then run through the gate which has opened and deal with the hordes of opponents. Cross the magma plinth and switch to Scree by the falling lava. Climb along the stone wall to the next gate. Jen has to make do with the rock ledge on the opposite side. As soon as the last platform breaks, switch to Scree and overturn the middle statue. Both open the gate together and run to the right. Light the small bowl and continue on your way. Next to the locked door on the right is a narrow stone wall, which Scree can climb. Finally, light both oil basins.

REFUGE OF IMMOLATE

First enter the northern passage via the balcony. Jen changes there to Feral form and climbs down Scree's rope. Jump over the platforms up to the round podium and climb the wall. Jen has to ascend the rope and turn the wheel together with Scree. You can light the oil in the basin now and return to the main hall. Next, run through the passage in the north-east. Climb the left wall first and put the brazier onto the floor plate. On the opposite side, Jen jumps up in Feral form and stands on the pressure plate. Now the way is clear for



STONE ME Get Scree
to possess statues.



Scree and you can light the next basin. Drag the blazing brazier under the gate. Jen can now leave her position and crawl through the narrow opening. Explore the adjoining passage and lower Jen down into the main shaft. At the foot of the second stairway, turn the wheel and head back. Run through the west gate in the main hall. Climb both walls next to the statue and light the oil basins. Now turn to the door in the east and light both oil basins. Run up the stairs and knock down the column. See to it that the last basin is burning here and proceed through the large gate in the main hall.

HALL OF THE GODS

In this hall you have to cut through the stay ropes of the statue. Except for the rope anchored to the roof of the building, Scree can reach all of the ropes alone. If you cannot climb further at a certain point, go two steps to the left or right and try again. Before you get going, lower a



SINK OR SWIM More underwater fun at the Lava temple.

rope on the left side of the entry platform. Jen can now climb down and jump on the wing of the statue. Continue running and jump in Ferai form from the platform. Put Jen in front of the wall of the middle block, before bringing Scree into position with the rope, so that Jen can pull herself up. Still in the form of the Ferai, Jen climbs the stairs and tightly squeezes past the curve of the walls. Now jump up on the roof and call in Scree. When you have cut through all of the ropes, make Scree disappear into the statue and knock the huge thing over. Then run over the new bridge.

GOLIATH SHRINE

The battle against the King takes place here. Since your opponent is a Fire-being, you have to cast all torches, oil basins and braziers into the abyss. You can even move the medium-sized basins. Only in the case of the very large oil basins do you need your opponent's help. Hide behind these containers. As soon as the statue deals a side blow, the large light-source goes out as well.

SHOWDOWN

First you have to survive three rounds against Lewis with Jen. You don't need special tactics on this occasion. Watch your guard though. Occasionally your opponent distances himself and hurls magic projectiles at you. Force Lewis into

close combat again as soon as possible, since the projectiles cause enormous damage. In any case you have to use your evasive skill in Wraith form. Having got these three rounds over and done with, events turn to Scree, who faces an old acquaintance. Hurry to the wall first of all and pick up one of the shields. The demon can cause extreme damage. Since no lifesaving energy-crystals are available to you with Scree, you need to watch every move you make. Always stand back and wait until the horrible demon approaches. Deal a powerful blow and let the attacker run into your fist. Avoid the fireballs by

constantly running in one direction. On no account should you stand still during this stage of the fight. If you have seriously harmed the demon, he'll retreat to the machine in the middle and direct a powerful energy-ray at you. Now position yourself on one of the brightly lit surfaces and hold the shield up in front of you. This way you break down your opponent's energy source bit by bit. Once you've got this fight out of the way, Jen has to survive the last round against Lewis. If you win this fight as well, you can enjoy the final credits and loads of bonus material that becomes unlocked.



MINI TIPS



ARE YOU RUBBISH AT GAMES? DO YOU HAVE NO OBJECTIONS TO CHEATING? YOU'VE COME TO THE RIGHT PLACE.

TENCHU: WRATH OF HEAVEN



HEALTH INCREASE

To boost your health, crouch in any hot water spring.

ALL MULTIPLAYER MISSIONS

When you get to the multiplayer mission select screen in Versus or Co-op modes, type in the sequence: **L1, R1, L2, R2, D, C, L3, R3** to obtain all of the multiplayer missions.

INCREASE ITEMS

At the Item Selection screen, hold down **R2** and **L2** and press **C, C, C, A, C, D**.

RESTORE HEALTH

Pause the game and press **A, D, D, D, C, C, C**.

ALL ITEMS

At the item selection screen hold down **R3** and **L3**, and press **A, C, C, C, C, C, C, C**.

ALL LAYOUTS

At the Mission Selection screen press **R3, L3, R2, L2, R1, L1**.

ALL MISSIONS

At the Mission Selection screen press **L1, R1, L2, R2, D, C, L3, R3**.

BONUS STAGE

At the title Screen press **L1, A, R1, L2, D, R2, C**.

ALTERNATIVE DIALOGUE

Get grandmaster ratings on layout 1 for all characters. You can then toggle alternative dialogue in the sound options.

DEMO LEVEL

At the start screen press **A, D, D, C, X, X, X**.

PLAY AS TESSHU.

Complete the game as both Rikimaru and Ayame to unlock Teshu.

SUMMONER 2



INFINITE GOLD

In Mas Ora's district of The Munari City, go to the first building on your left. Give the man there a loan of 1,000 gold and he will give you a Bodril. Return later in the game and he will offer to pay you back. Instead, tell him that you want to buy the Bodril for 5,000 gold. Reply "no" to all his other questions, and you'll get more gold every time. Leave the area, and he'll disappear.

EXTRA EXPERIENCE

Enter Miridian's Pass after beating Sepulchre and follow the right-hand

wall. You will find a trail that leads up into the mountains to a statue called "The White Lady". Equip Sangaril with a crossbow and enter first person view. Aim at the coloured gongs in a specific order to raise the bridge up to the statue. Once you get there, you will get 15,000 experience points. Shoot the gongs in this order:

FIRST BRIDGE:

Red, yellow, blue.

SECOND BRIDGE:

Orange, green, yellow, red.

THIRD BRIDGE:

Blue, orange, red, yellow, and green.

WAR OF THE MONSTERS



MECHA-SWEET TOOTH

To unlock Agamo's fourth costume, Mecha-Sweet Tooth, first complete the game with Agamo's third costume. Then insert a Twisted Metal Black save on your memory card, and you'll be able to play as Mecha-Sweet Tooth.

THE MARK OF KRI



BATTLE ARENAS

Complete all of Baumusu's Challenge for a level to unlock the arena for that level.

UNLOCK COSTUMES & EXTRA

Complete all of the arena challenges in time attack and body count modes.

SAVAGE SKIES



ENTER THE FOLLOWING CODE(S) AT THE MAIN MENU SCREEN:

MULTIPLAYER MAPS

When you get to the main menu screen, press the sequence: **C, D, C, D, C, D, X** to unlock the multiplayer maps.

ALL CREATURES

At the main menu screen, press **C, D, C, D, C, D, D, X** to unlock all creatures.

INVULNERABILITY

At the in-game menu, press **C, C, D, D, A, A, A, A, X, A, X**.

RYGAR: THE LEGENDARY ADVENTURE



GUITARMOR

Reach the thirtieth basement floor of the Necromandio Cave and break the Silver Cask. When you restart the game, hold down **LS** at the Tecmo logo until it disappears. Rygar's Diskarmor will now look like a guitar.

HAMBARMOR

Complete the game on Hard difficulty with a rank of A or higher. When you restart the game, hold down **LS** at the Tecmo logo until it disappears. Rygar's Diskarmor will now look like a hamburger.

PIZZARMOR

Once you have completed the game, hold down **LS** at the Tecmo logo screen until the logo disappears. Rygar's Diskarmor will now look like a pizza.

ROLLERARMOR

Reach the thirtieth basement level of the Necromandio Cave and break the Silver Cask. At the Tecmo logo screen, hold **R2** until the Tecmo logo screen disappears.

SUSHIARMOR

Complete the game on Legendary difficulty with a rank of A. At the Tecmo logo screen, hold **LS** and **LR** until the logo disappears. Rygar's Diskarmor will now look like a plate of sushi.

UDONARMOR

Reach the thirtieth basement level in the Necromandio Cave and then break the Silver Cask. At the Tecmo logo screen, hold down **LS** and **R2** until the Tecmo screen logo disappears from view. Rygar's Diskarmor will resemble a bowl of noodles.

EASY DIFFICULTY

Die three times in the game, and you'll eventually get to unlock the Easy difficulty.

HARD DIFFICULTY

Complete the game on Normal difficulty to unlock Hard difficulty.

INHERIT PARAMETER

Unlock everything in the game to unlock the configuration to toggle Inherit Parameter on or off in "Option" mode.

LEGENDARY DIFFICULTY

Complete the game on Hard difficulty to unlock Legendary difficulty. In this mode, the game will end if you fall off a pit.

ONE WORLD MODE

Complete the game for the first time to unlock One World mode. You'll now be able to choose a world to practice on.

NFL 2K3



UNLOCK SEASON HIGHLIGHTS

To unlock highlights from your team's season, win the Super Bowl in Franchise Mode. While the credits roll, you'll be able to watch some of your best moments.

SHINOBI



HARD MODE

Successfully complete the game on normal mode to unlock hard mode.

SUPER DIFFICULTY

Successfully complete hard mode.

PRIDE FC



BRUSH UP ON YOUR SLAMS, SLAPS AND DROPKICKS WITH THESE TIPS.

SPECIAL MOVES FOR ALLAN GOES

- **Compasso**
Press LK from Stand/Left Step.
- **Feint Tackle**
Press RK, LP and LK from Stand/Forward Step.
- **Punch Combo 4**
Press LP, RP, LP, RP, LP from Mount/Top.

SPECIAL MOVES FOR DAIJIRO MATSUI

- **Dropkick**
Press RK and LK from Forward Step.
- **Triple Slap**
Press RP, RP, RP from Guard/Top.
- **Lift Up Reversal**
Press RP and RK from Back Mount/Bottom.

SPECIAL MOVES FOR DAN HENDERSON

- **Double Body Hook**
Press LP, RP from Stand/Back Step.
- **Low Ducking Kick**
Press RK, RP and RK from Stand/Forward Step.
- **Step Back Upper**
Press RP from Stand/Back Step.

SPECIAL MOVES FOR DON FRYE

- **Power Upper Combo**
Press RP, LP, RP, RP from Stand.
- **Double Straight**
Press LP, LP from Stand.
- **Stomp Kick**
Press RK from Stand/Back Step.

SPECIAL MOVES FOR ENSON INOUE

- **Machine Gun Jab**
Press RP, RP, RP, RP from Stand.
- **Yamato Damashii Smash**
Press RP from Stand/Back Step.
- **Mid Kick and Tackle**
Press RK, RP + RK from Stand/Forward Step.

SPECIAL MOVES FOR GARY GOODRIDGE

- **Down Swing Combo**
Press RP, LP from Stand/Back Step.
- **Rush Combo 5**
Press RP, LP, RP, LP, RP from Opponent Stun.

- **Down Swing Punch**
Press LP from Back Step.

SPECIAL MOVES FOR HEATH HERRING

- **Overhead Punch**
Press RP, LP from Stand/Back Step.
- **Double One Two Punch**
Press RP, LP, RP, LP from Stand.
- **Front High Kick**
Press RK, RK from Stand.

SPECIAL MOVES FOR KAZUYUKI FUJITA

- **Crouching Tackle**
Press LP + RK, LP + RK from Stand.
- **Step in High Kick**
Press RK from Stand/Forward Step.
- **Lift Up Slam**
Press LP + LK from Stand/Forward Step.

SPECIAL MOVES FOR RENZO GRACIE

- **Step Punch Combo 3**
Press LP, RP, LP, RP from Stand/Forward Step.
- **Step Punch Combo and Tackle**
Press LP, RP, LP, LP + LK from Stand/Forward Step.
- **Leg Drag**
Press LP + LK from S&D/Bottom.

SPECIAL MOVES FOR RICARDO ARONA

- **Away Step Back Straight**
Press LP, LP from Stand/Back Step.
- **Double Toe Kick**
Press RK, RK from Stand.
- **Delay Tackle B**
Press LP + LK, RP + RK from Stand.

SPECIAL MOVES FOR ROYCE GRACIE

- **Step Left Punch Combo 3**
Press LP, RP, LP, RP from Stand/Forward Step.
- **Right Heel Kick**
Press RK from Guard/Bottom.
- **Right Feint Punch**
Press RP, RP from Guard/Bottom.

SPECIAL MOVES FOR TOM ERIKSON

- **Tom B2B**
Press RP + RK from Stand/Forward Step.
- **Triple Axe Handle**
Press RP + LP, RP, LP from Mount/Top.
- **Double Right Power Punch**
Press RP, RP, RP from Guard/Top.

ARMORED CORE 3



OP-INTENSIFY OPTIONAL PART

Finish the story mode, and you'll be able to buy the Op-Intensify optional part. Equip it and complete these challenges to gain the abilities.

RADAR FUNCTION

Defeat D-1 Thunder House in the arena with the Op-Intensify optional part equipped.

ENHANCED BOOSTER PERFORMANCE

Defeat A-2 Ace in the arena with the Op-Intensify optional part equipped.

LARGER BLADE RANGE

Defeat E-32 Exile in the arena with the Op-Intensify optional part equipped.

ENHANCED CANNON OPERATION PERFORMANCE, ENHANCED COOLING PERFORMANCE

Complete the 'Destroy Massive MT' mission in the first Layer: Nature Area with the Op-Intensify optional part equipped.

ENHANCED MISSILE INTERCEPTION, BLADE WAVE CAPABILITY

Complete the 'Defend Water Processors' mission in the 1st Layer: Nature Area with the Op-Intensify optional part equipped.

ENHANCED TURNING PERFORMANCE

Complete the 'Defeat Enemy AC' in the 2nd Layer: Waste Disposal area with the Op-Intensify optional part equipped.

BIO SENSOR, MISSILE TRACKING

Complete the 'Eliminate Intruders' missions in the 3rd Layer: District 1 area with the Op-Intensify optional part equipped.

ATV 2 QUAD POWER RACING



ALL RIDERS

When you are asked to name your rider during the "create a new profile" option, enter **BUBBA**.

ALL VEHICLES

When you are asked to name your rider enter **GENERALLEE**.

ALL TRACKS

When you are asked to name your rider enter **ROADKILL**.

ALL TRICKS

When you are asked to name your rider during the "create a new profile" option, enter **FIDDLERSELBOW**.

CHAMP

When you are asked to name your rider during the "create a new profile" option, enter **REDROOSTER**.

ALL CHALLENGES

When you are asked to name your rider during the "create a new profile" option, enter **DOUBLEBARREL**.

MAX STATS

When you are asked to name your rider during the "create a new profile" option, enter **GINGHAM**. This cheat raises you to the maximum skill level, but also increases the skills of the other drivers.

GALERIANS: ASH



EXTRA ENDING

Beat the game under normal or hard difficulty and you'll unlock the secret extra ending.

SHORT MODE

To get short mode, finish the game easy or normal mode.

HARD MODE

Beat normal mode in less than 15 hours and saving less than 20 times.

LEVEL 3 PK MODE

Beat hard mode and get S Rank. Lv3PK mode starts you with all psychic attacks at level 3.

SLY RACCOON



BEHIND THE SCENES MOVIE

To access the behind the scenes footage, complete all of the Master Thief Runs.

SECRET MOVIE

To access the Thievius Raccoonus Movie, obtain all of the pages of the Thievius Raccoonus.

TOKYO POLICE FILE MOVIE

Finish the game and return to the hideout. Bentley will tell Sly that one of his friends from Japan has sent over a video. It's a Japanese version of the intro movie, with extra animations.

WRECKLESS: THE YAKUZA MISSIONS



ALL LEVELS AND CHEATS

At the cheats screen, highlight Unlimited Time, then hold down **L2**, **R1**, **D**, and **O**.

ALTERNATE VIEWS & VISUAL EFFECTS

Complete missions A-9, A-10, B-9, and B-10 to unlock alternate views and visual effects.

MUSIC TEST

Complete all 20 missions in the game to unlock the Music Test option in the options screen.

DRAGON-SPL CAR

To unlock the Dragon-SPL Car, complete mission A-8.

TIGER-SPL

To unlock the Tiger-SPL, complete mission A-8.

AUV CAR

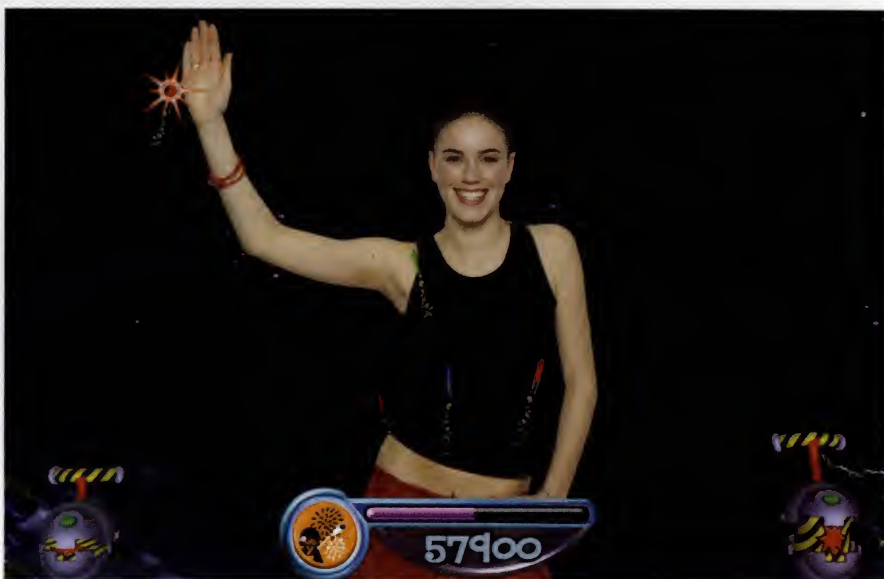
To unlock the AUV, complete mission A-9.

SUPER CAR

To unlock the Super Car, complete mission B-1.

EYETOY: PLAY

ANOTHER FAILED PERIPHERAL OR THE MOST SOCIALLY ACCEPTABLE PIECE OF GAMING GADGETRY?



AVOIDING THE EYETOY PUBLICITY OF THE LAST month would have been difficult for even the most reclusive of blind mutes. Most publicity has been positive, with the novelty of such a bizarre experience impressing the majority. It's no surprise really – the EyeToy, compared with other failed peripherals such as virtual skateboards and kicking sensors, is appreciated entertainment. Such has been *PSW*'s enjoyment of Sony's new peripheral, we dare suggest that it rates up there with dance mats and light guns in the peripheral hall of fame. Yet, like these other 'legends', the EyeToy suffers from narrow functionality – at present only twelve minigames – making a potential purchase dependent on more covert intentions, such as impressing the girlfriend, or becoming a shrewd early adopter for the impending online assault.

But first let's not forget the EyeToy's unique qualities. For those lacking in deductive capabilities, the EyeToy is a peripheral that sits proudly atop the old moving picture box, peering down upon the player(s), eerily even when not in use [we recommend packing it away when you're finished with it – otherwise expect some Big Brotherish nightmares]. More than once we've wondered if the EyeToy is stage one of Sony's plans for world domination and human subordination, beaming back a constant stream of images from people around the world back to Sony HQ in Japan – considering the behaviour the EyeToy seems to induce, *PSW* maintains that its power should not be underestimated.

Loading up the *Play* software, the player's image is magically thrown on the screen. Technology eh – first pong, now mirrors. While the menu can be controlled with the Dual Shock 2, the whole interface is geared towards the particular use of the camera. Waving over a certain part of the screen will select the appropriate options, hinting at what is to come. Ultimately



I N T E R V I E W



RON FESTEJO

EYETOY DEVELOPER

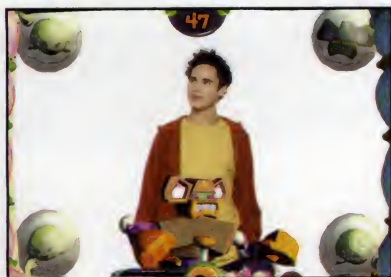
though, the menu system is tiresome and slow and, beyond the novelty, can be frustrating if all you desire is plug and play.

See, the actual action of using the EyeToy, that is, waving your arms like a fool, can be rather energy sapping. While *PSW* is predominantly made up of a fully fit, healthy bunch of chaps, there'll be times when tiredness keeps this product well out of sight.

The games themselves are, bar a few, fairly inaccurate in collision detection and thus unsatisfying to play. Check out our preview in last issue for detailed rundowns of the included games.

However, an in-depth analysis of the product's collision detection and game mechanics would be missing the point. When it comes to novelty, quantity beats quality, and the 12 minigames are, narrowly, sufficient to warrant the purchase of the *EyeToy: Play* package. This is the peripheral that will give broader purpose to your PS2. Female brownie points are inevitable. Also, *PSW* can only imagine the fun enjoyed by inebriated guests at your next house party.

In terms of EyeToy's future, there will be another software package available later this year, but details remain scarce [see interview] – the camera's microphone, beyond the pointless video message option, is a capability of the product that is still to be fully realised. Also, the EyeToy will adopt a supplementary but nonetheless important role within the Sony's online plans. At \$100, these factors suggest that EyeToy: Play is an economical peripheral that hints at more than just novelty. Still, if all you get out EyeToy is its simple minigames, then you'll still have a ball – as long you have a handful of friends around. A PS2 product promising social validation? Thanking you, Sony.



PSW: What role can we expect the EyeToy to play within Sony's online plans?

RF: I think that it will initially start off small. Like being able to see who it is that you're playing against in any of the online games. But in the future, it might be possible to use your PlayStation2 to have a conversation with someone across town or across the world.

PSW: The EyeToy: Play package is very accessible, but do you see potential for the peripheral to function within more serious, personal gameplay experiences?

RF: Of course. *EyeToy: Play* is simply introducing the technology to both the consumers and the developers. Once it's out I'm sure that developers will begin to come up with new and innovative ways of utilizing the EyeToy. I personally cannot wait! We're also working on some interesting technologies ourselves.

PSW: While the EyeToy: Play software is itself extremely entertaining, what incentives are there for developers to integrate EyeToy functionality into their titles?

RF: Developers have the opportunity of adding a little something extra to their title. You could take a photo of your face and use it in a game, like *This Is Soccer* or just add a kind of extra mini-game that uses the camera. The incentive will be there if enough people buy the first game.

PSW: Do you see the EyeToy as a short-term one-off release, a niche peripheral that will continue to be supported in the medium-term, or the beginning of a new product family for the PlayStation brand?

RF: It's definitely the beginning of new product family for the PlayStation brand.

Peripherals generally get a bad name, as they get released for double (sometimes triple) the price of a normal game and then it's not supported, so you're stuck with something very expensive that you can only use with one game. The beauty of EyeToy is that it's very flexible. We will be supporting it and other developers have already expressed interest in developing for it. The price is also appealing, as it's the same price you'd pay for a normal PlayStation2 game. For that you get the EyeToy and *EyeToy: Play*. That's a bargain!

PSW: How would you like to improve the EyeToy?

RF: My team and I have spent a long time working on the EyeToy and making sure that consumers are getting quality hardware for the price. The picture you get is very good, I think, and you've also got a microphone in there. It's as future proof as we could make it. We continue to improve the software-side side so that we can evolve the types of gaming experiences that we give the players.

PSW: Can you reveal any details about the planned software release, due later this year?

RF: The next EyeToy game will involve more active, energetic and engaging gameplay. Unfortunately, I cannot say anything more than that for a little while yet.

PSW: Finally, why should PSW readers get excited about EyeToy?

RF: It's a great piece of hardware that will compliment your PlayStation2. The games that you get with it are all fun to play and will be a great laugh when you get friends and family together. You will also, eventually, be able to use it to contact friends when playing games together online or just chatting. Plus, it's finally the game to bring all those non-gamers into our world, a game your girlfriend is going to love – the only problem will be getting her off the EyeToy so that you can play!



SPIRITED AWAY - LIMITED COLLECTOR'S EDITION

THIS MIYAZAKI CHAP SEEMS TO KNOW WHAT HE'S DOING...

DISC INFO

Writer/Director
Hayao Miyazaki
Rating PG
Genre Anime/Drama
Distributor AV Channel

FROM EVEN MY AMATEUR ANIME POINT OF VIEW,

Spirited Away is memorable. Hayao Miyazaki (*Princess Mononoke* et al) has created a film universal in its subject matter, and rich in its design – one that is both (perhaps culturally) challenging and personal. Even by the staunchest of critics – that of the market – this film proved successful, having grossed more in box-office revenue than any other in Japan, and being picked up by Disney for a global release.

After enjoying the picture, it's easy to appreciate the reasons for its success. While memories of *Alice in Wonderland* dominate one's viewing, issues of identity, environment, relationships and hope shine through, as young Chihiro ('a thousand fathoms' – thanking you, special features) finds herself being forced to prove herself in a bath house for the gods. Forging alliances with an imaginative array of the unlikeliest, Chihiro, now

deemed Sen ('a thousand') by the wicked pre-riding sorceress Yubaba, manages to survive through a reliance on instinct and a preservation of self – even in the face of a world of a magnitude and scope initially beyond comprehension, let alone influence.

It is a film of endless symbol, as one is forced to interpret the apparently uninterpretable: frog bellboys, roasted newts, a giant baby, and a faceless god with an insatiable appetite. And while there is indeed tangible meaning available, the film's beauty, of colour, of composition and its sheer imagination continue to offer simply an eye opening, wondrous experience throughout its possibly slightly lengthy 125 minutes.

Spirited Away is Alice for the new millennium, as Chihiro's family takes the wrong turn on their way to their new home and new beginning, framing the narrative in isolation. This is perhaps why their story is so effective; its universality is unhin-

dered [or something]. Yet still, the *Away* itself, that feeling of the helpless astray, is achieved superbly, as the family's Audi A4 and father's ramblings about the contemporary Japanese economic climate are juxtaposed with the bizarre and otherworldly baths and gods. This implication of the unknown, a key ingredient in the film's irresistible magic, is both humbling and exciting.

And for all the appreciation keen anime fans may harbour for the film, an ignorant viewer may gain the most out of *Spirited Away*. Watching it subtitled, your experience mirrors that of Chihiro, as you attempt to find meaning in the face of the novel and bizarre, even beyond the distinctive Japanese quirk. It is truly, like much anime, a surprising cultural and personal experience.

Still, as enchanting as *Spirited Away* remains, it's a cartoon drastically lacking big mech robots and explosions. And sex? Not a nipple. So, captivating and challenging, if a little slow: a girlfriend movie you'll probably enjoy.

EXTRAS

The collectors edition double DVD comes, in special foldout yet fairly unremarkable packaging, with a special features disc, featuring trailers, information about the film, concept art comparisons, animation stills and a study guide: all fairly routine stuff. By far the best addition however is a 40 minute 'making of' featurette, which makes the collectors edition worthwhile for the fan, just.

★★★★★ Jackson Gothe-Snape





BIGGIE AND TUPAC

Director Nick Broomfield Rating M15+ Genre Documentary Distributor Madman

THE UNSOLVED SHOOTING MURDERS OF RAP STARS TUPAC SHAKUR AND BIGGIE Smalls in 1996 and 1997 are still popular references in the rhymes of emcees some 7 years later. While the media enforced the view that the deaths were the product of an intense East coast / West coast rivalry, many in the rap community expressed the opinion that a governmental conspiracy was blocking investigations to find the killers. *Biggie & Tupac* attempts (and succeeds... more or less) to expose this cover-up and name the man with the smoking gun.

Nick Broomfield, director of the controversial *Kurt & Courtney* and *Heidi Fleiss Hollywood Madam*, certainly has a unique documentary-making style. Broomfield looks almost amateurish, often appearing in shot carrying his portable boom microphone, while his questions are either so vague they are received with quizzical looks, or so direct it's a wonder he doesn't get smacked in the mouth more often. His voiceover sounds like the notes of a bored private investigator, adding a certain grittiness to the film but doing the viewer no favours. Thankfully the real stars of *Biggie & Tupac* are the interviewees. Biggie's mother Voletta, in particular, is inspirational in her determination to find her son's killer and without her aid Bloomfield would have undoubtedly had more than a few doors slammed in his face. The film climaxes with an unauthorised interview from prison with Deathrow Records boss and reputed gangster Suge Knight, implicated throughout as having a major role in the killing of both rappers. What really makes him interesting is the deleted excerpts of the interview restored to the DVD's extras, casting Suge in a light contradictory to his nasty reputation.

It remains to be seen if the people implicated in *Biggie & Tupac* will be charged (the distinct lack of forensic evidence in the film is worrying) but the film certainly presents a compelling case.

★★★★★ Malcolm Campbell



THE ANIMATRIX

A LIKEABLE RANGE OF INSIGHTS INTO THE MATRIX MINDSET

Director Various Rating M15+ Genre Animation/Sci-Fi Distributor Village Roadshow

AS THE MAJORITY OF THE POPULATION ASPIRE

TO queue up and pay their share to join the pack of we mere mortals in the hustle and bustle of corporate depression we so cutely label society, there are a certain few that know the truth, and have bluntly refused this way of living. And no, this isn't the people who form a different queue at Centrelink every fortnight fighting against capitalism by doing absolutely nothing. It is the people who swallowed the red pill, the people who know the apparent truth; the people who see our man-made hell in a different light, the people who call it The Matrix.

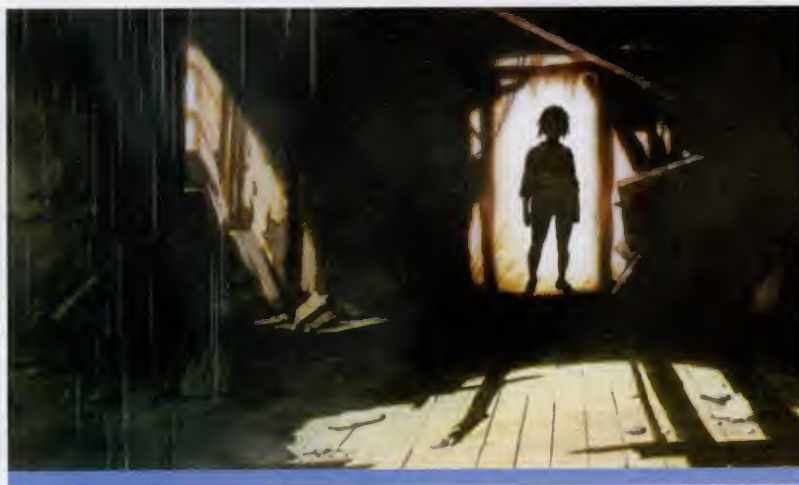
And from that attitude comes *The Animatrix*, a visual feast, some stories of which act as a prequel to *The Matrix Reloaded*. The DVD endeavours to assist the simpler minds of the masses in gaining a better understanding of the trilogy, as well as digging that money pit forever deeper for Larry and Andy – who obviously never listened to those dream-shattering teachers that told them to "grow the hell up".

Throughout the nine short anime films, you

will use all five senses and maybe touch on the sixth (dear readers, take from this what you will – Ed.) as the world's prominent anime directors add their own pieces to the puzzle. The brilliant story lines and animation provoke your mind to wonder...wonder if maybe we do live like slaves in this world, whilst the machines use our bodies as batteries to fuel their firepower, intent on eventually destroying our real world.

The Animatrix is amazing. You will find yourself speechless as you sit in the dark - scared as the machines destroy yet another human by tearing off his limbs, amazed by the overwhelming claustrophobic feeling that shudders throughout your body with the thought of being stuck in 'The Program'. You will feel energized and excited as the 100m sprint world record comes closer to being beaten in 'World Record', and while you may want more Matrix when the credits begin to roll...most importantly, you will ultimately feel satisfied with your purchase.

★★★★★ Mark Graham



WHAT'S ON YOUR

PSW DVD



LOR-LUV-A-DUCK! THIS MONTH'S DVD CRAMS 75 GAMES IN. 75! GAMES LIKE METAL GEAR SOLID 3 AND GRAN TURISMO 4. WE'RE SO IMPRESSED, WE'RE USING MORE OLD TIME SLANG. HOT DIGGETY DOG!

COVER GAME



BLAM!
SOLID SNAKE
EXCLUSIVE
TO PSW!

METAL GEAR SOLID

BECAUSE CORRIDORS ARE FOR SCHOOLKIDS.

Sneak hanging from a tree, shooting men. Snake under a bridge, shooting men. Snake in the maddest, best-looking computer-generated jungle ever. Snake eating a snake he's just shot in the God damn head. Unless someone manages to knee Chris Tarrant on camera, this is the single most important piece of film you'll see this year.



PREVIEWS



SUMMER HEAT BEACH VOLLEYBALL

There's nowt finer than sitting on a beach watching honeys play ball. You're not doing that, though, you're in your living room. So see this instead.

REVIEWS



WAKEBOARDING UNLEASHED

Think you've seen everything in extreme sports? Ever seen a man walk on water, or jump thirty feet into the air tied to a speedboat? No? Watch this.

SOLUTIONS



ENTER THE MATRIX

Just in case you run into trouble within the Matrix - you can call them glitches if you like, ol' squarker - we're here to save you. Kind of like Neo, really.

DISK IN FULL

>> **EXCLUSIVES** Colin McRae 04, Resident Evil Outbreak, Sonic Heroes, Ghost Hunter, Jak II: Renegade, Metal Gear Solid 3 Snake Eater, Ratchet & Clank: Going Commando, Conflict: Desert Storm II: Back to Baghdad
 >> **NEWS** Gran Turismo 4, James Bond 007 in... Everything or Nothing, Tony Hawk's Underground, R: Racer Evolution, MTX: Mototrax, Maximo vs Army of Zin, Prince of Persia: The Sands of Time
 >> **PREVIEWS** Summer Heat Beach Volleyball, Tour de France, Chaos Legion
 >> **REVIEWS** Evil Dead: A Fistful of Boomstick, Indy Car Series, Speed Kings, Clock Tower 3, Resident Evil: Dead Aim, Tribes: Aerial Assault, Wakeboarding Unleashed Featuring Shaun Murray, WWE Crush Hour
 >> **SPECIAL FEATURES** Enter the Matrix, The Making of Silent Hill 3
 >> **SOLUTIONS** Enter the Matrix, Blood Rayne, Black and Bruised, Def Jam Vendetta, NBA Street Vol 2
 >> **E3 SPECIAL** > **ACCLAIM:** SX Superstar, XGRA, NBA Jam, Alias. > **LUCASARTS:** Full Throttle: Hell on Wheels, Gladius, Secret Weapons Over Normandy, Wrath Unleashed. > **CAPCOM:** Robin Hood: Defender of the Crown, Pro Cast Sports Fishing, MegaMan X. > **ATARI:** Terminator 3: Rise of the Machines, Kya: Dark Lineage, Dragon Ball Z: Budokan 2. > **ACTIVISION:** True Crime: Streets of LA, Pitfall Harry, Mission: Impossible, Disney's Extreme Skate Adventure. > **THQ:** Finding Nemo, Splashdown: Rides Gone Wild, War Hammer 40,000: Fire Warrior, Tak and the Power of JuJu. > **UBISOFT:** Batman: Rise of Sin Tzu, Beyond Good and Evil, Charlie's Angels, XIII. > **SONY:** Destruction Derby Arenas, Hardware Online Arena, A Dog's Life, Everquest, My Street, Amplitude, Twisted Metal Online. > **SEGA:** Vectorman, Virtual On: Marz, NFL 2K4, NBA 2K4, NHL 2K4.

EXCLUSIVES



PSW EXCLUSIVE!

GRAN TURISMO 4

Our undercover operative risked boot colliding with face to stealthily film the first ever in-game footage of GT4. All hail the PSW cameraman!



SHOCK! HORROR!

RESIDENT EVIL: OUTBREAK

Witness a quantum leap in survival horror as, for the first time, we show you just what it's like to play the online enigma that is *Resident Evil: Outbreak*.



WORLD FIRST!

COLIN MCRAE RALLY 04

See *Colin McRae Rally 04* in all its bone-shaking, mud-splattering glory. That '0' in the title is probably video game speak for 'cor, that's blummin' realistic'.

SPECIAL FEATURES



CRIPES!
NO OTHER DVD CAN DO THIS!

ENTER THE MATRIX

YOUR FREE PASS DOWN THE RABBITHOLE, THIS WAY.

GHOST

He's lean, he's mean, he lives in a machine... Ghost is the hard man of Matrix martial arts. Watch as he kicks seven shades out of assorted digital enemies in our exclusive feature. Scarf down that red pill.

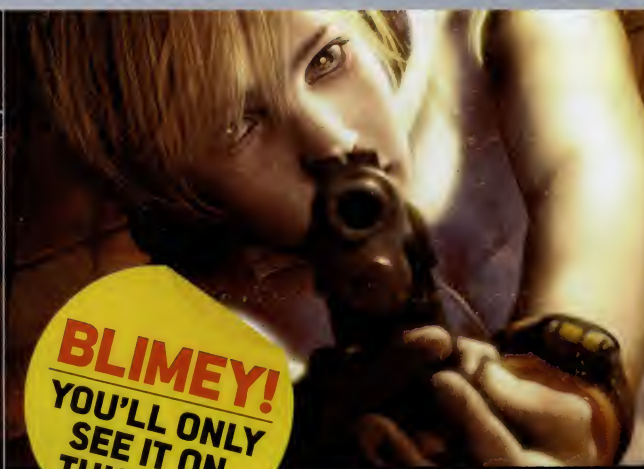
NIOBE

You may know her as Will Smith's wife, but Jada Pinkett-Smith is known to agents the whole Matrix over as an unholy terror. Start up this feature and see just how far she's prepared to go.

SILENT HILL 3

DON'T WORRY. IT'S ONLY GRAPHICS

We've been waiting ages to use our excellent term 'shock-umentary', and we're not going to hold back now, oh no. Because we're bringing you, free of charge, an exclusive 'shock-umentary' featuring behind the scenes looks at a whole load of different elements that come together to make one of the scariest games we've played. It's the word 'documentary', you see, crossed with...



BLIMEY!
YOU'LL ONLY SEE IT ON THIS DVD!

 **NEXT MONTH**
BRR, IT'S COLD.



BOGGED DOWN BY WINTER?



LET THE GAMES BEGIN...

ON THE NEXT PSW DVD...

WWE SMACKDOWN! 5 / SONIC HEROES / GRAN TURISMO 4 / COLIN MCRAE RALLY 04 / SSX 3
JAMES BOND 007: EVERYTHING OR NOTHING / RIDGE RACER: RACING EVOLUTION AND MANY MORE!

ON SALE AUGUST 20: BETTER THAN HOBART

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FOR A YEAR"



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that gets you going and why.
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* See www.mobstuff.com.au for more details.

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ALL NEW

YOU MAKE ME WANNA Blue	123731
BEING NOBODY Richard X	123733
CHEEKY NODS Cheeky Girls	123734
CHIHUAHUA DJ Bobo	123736
SIX FEET UNDER Theme	123737
MUSIC Garude	123737
MINIUNDER1000 Bon Jovi	123738
MAKE LUV RM 5.1 O'Cheatham	123739
STRENGTH OF A WOMAN Shaggy	123741
YOU GIVE LOVE A BAD NAME B. Jovi	123746
MIAMI VICE Theme	123747
LUV IT WHEN WE DO Ronan Keel	123748
WYNDY J LO	123749
I KNOW WHAT U WANT Busta Rymt	123750
SUPREME Robbie Williams	123751
STANDING STILL Jewel	123752
MOVE YOUR FEET Junior Senior	123753
LIKE A STONE Audioslave	123754
K-CHING Shania Twain	123755
HOLLYWOOD Madonna	123757
FIGHTER Christina Aguilera	123758
FEEL GOOD Pink	123759
DREAM ON Aerosmith	123760
THE EXORCIST Theme	123761
NEXT TO YOU Darude	123762
MUNDIAN TO BACH K Panjabi MC	123763
HEAVEN Live	123764
GET RUSY Sean Paul	123765

LOCAL CHARTS

BRING ME TO LIFE Evanesence...	123745
IN ME CLAB 30 Cent	123725
ROCK YOUR BODY Timberlake	123715
BEAUTIFUL Snoop Dog	123719
RISE & FALL Craig David ft. Sting	123723
MIS-TEED Scandalous	123742
BUMP BUMP BUMP 2KZ	123740
ALL I HAVE J-Lo	123694
HEAVEN Live	123764
NOT GUNNA GET US T.A.T.U.	123666
CANT NOBODY Kelly Rowland	123722
LOSING PRG Avril Lavigne	123740
NU FLOW Big Brovaz	123756
SMERZERIE Ja Rule ft. Ashanti	123746
I BEGIN TO Wonder Danni	123708
SOMEWHERE Linkin Park	123689
COME UNDEH R Williams	123711
SUNRISE Simply Red	123732
JALEO Ricky Martin	123721
ALL THE THINGS T.A.T.U.	123606
AMERICAN LIFE Madonna	123710
BIG YELLOW TAXI C'ring Crows	123690
SING FOR THE M T Eminem	123693
CRY ME A RIVER Timberlake	123645
BEAUTIFUL C Aquilera	123653

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I DROVE ALL N'HT Celine Dion ...123685
WORK IT Nelly123681
IF YOU'RE NOT THE ONE Daniel ...123693
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LOSE YOURSELF Eminem.....123656

YOUR FAVS

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 ROLLIN' Limp Biskit...123199
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 BABY ELEPHANT WALK...123204
 BENNY HILL Theme...123205
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 DON'T WORRY BE HAPPY Bobb Mc123274
 FUTURAMA Theme...123277
 EYE OF THE TIGER...123287
 MISSION IMPOSSIBLE Theme...123448
 SOUTH PARK Primmus...123468
 WHAT'S LOVE Fat Joe...123471
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 BY THE WAY Red Hot Chili Pepp 123495

SMELLS LIKE TEEN Nirvana.....123537
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THE SMURFS Theme.....	123654
X-FILES Theme.....	123665
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CAUSE I GOT HIGH Aframan.....	123674
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DO NOT KNOW WHY Norah Jones.....	123700
IN DA CLUB S.O.....	123725
FRIENDS Theme I'll Be There.....	123704
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HIDDEN AGENZA Gary David.....	123668
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BY THE WAY RHCP Peppers.....	123605
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MEN BEHAVING BADLY	123397
E.T. Theme	123429
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SUPERMAN Theme	123486
FIDDLER ON ROOF Theme	123502
CHARIOTS OF FIRE Vangelis	123529
ROCKY Theme	123543
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SWEET HOME ALABAMA	123651
MUCHO MAN Village People	123703
PALP FICTION Misirlop	123724
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THE EXORCIST Theme	123761

TV THEMES

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THE BENNY HILL SHOW	123205
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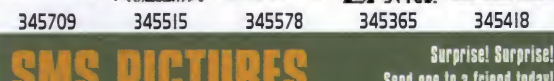
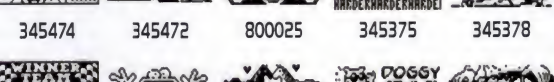
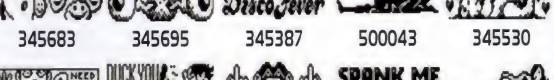
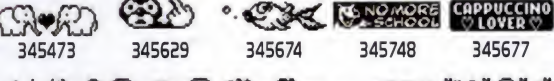
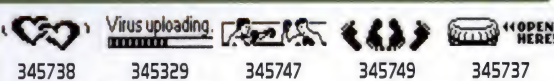
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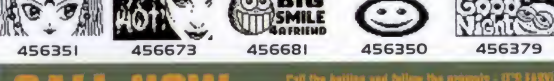
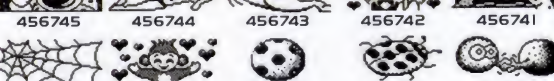
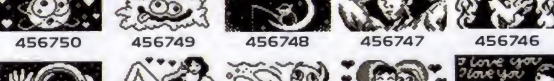
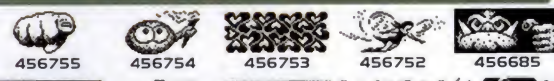
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